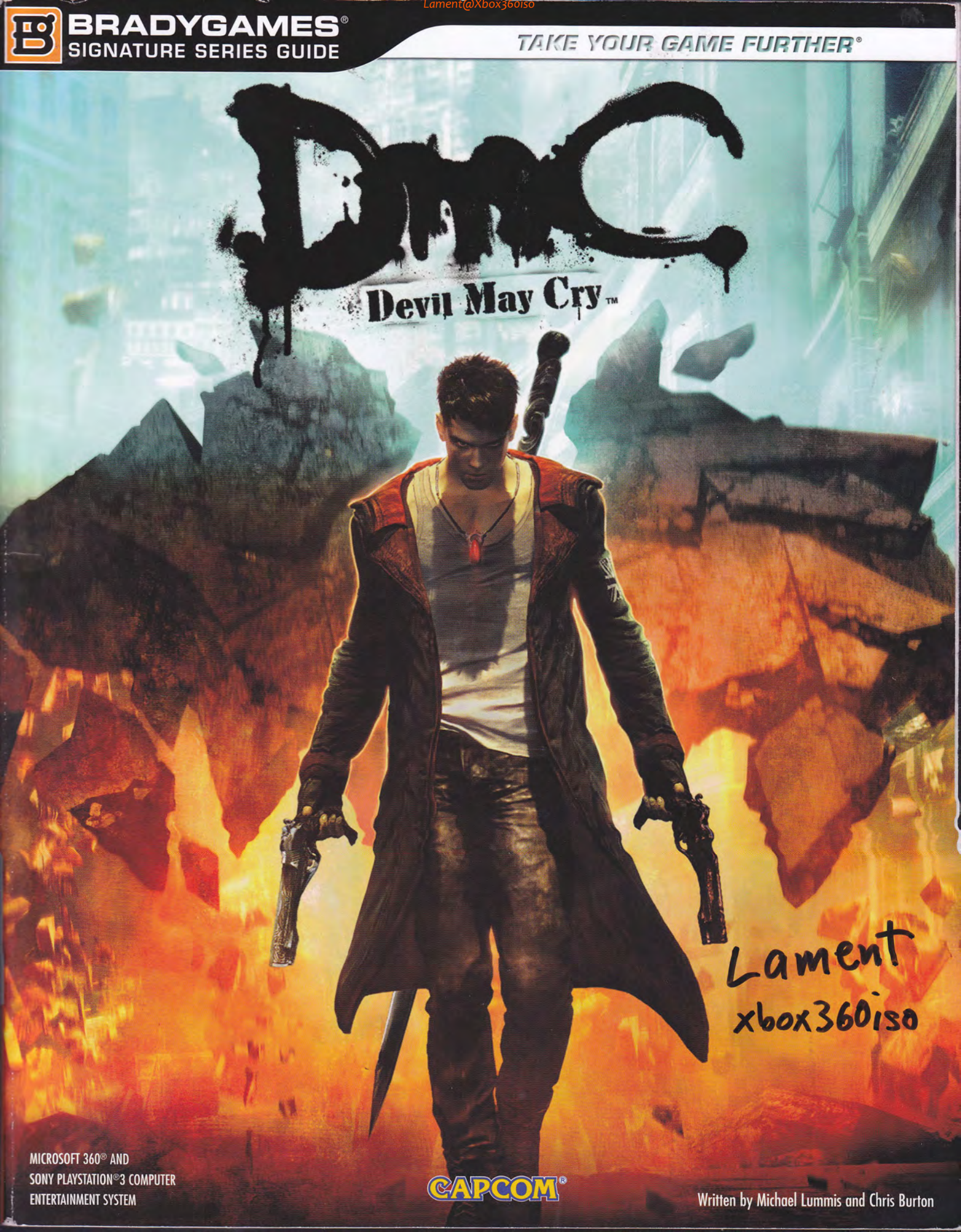
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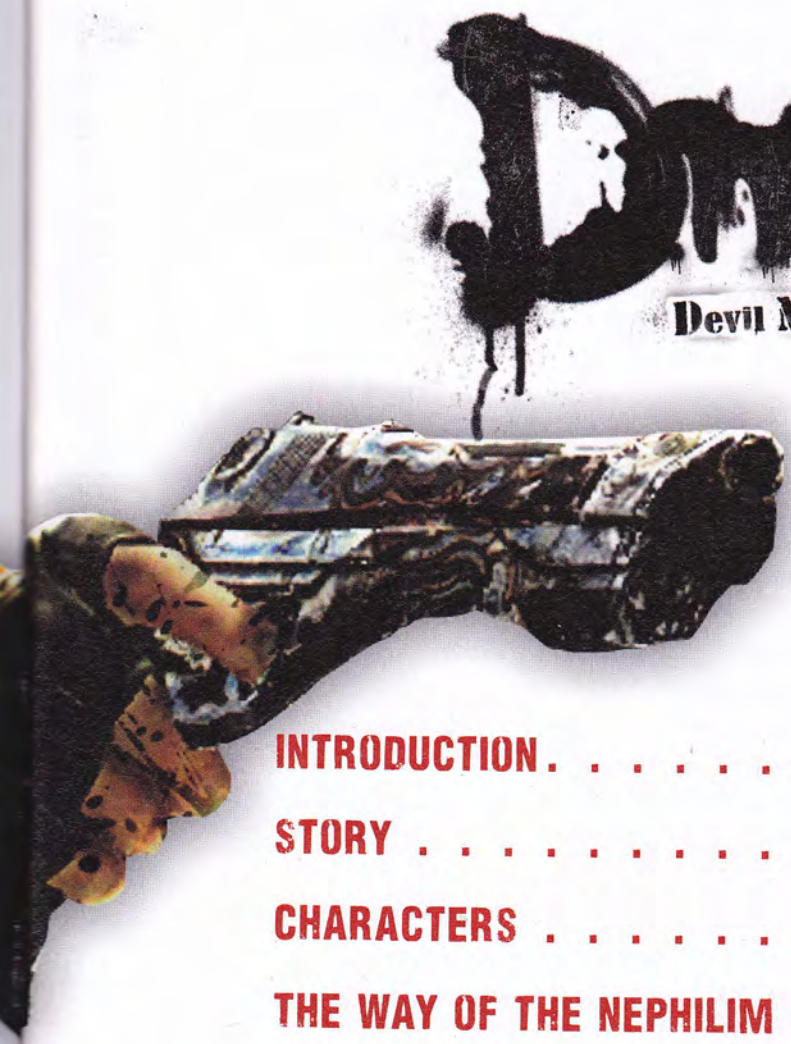
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INTRODUCTION



Billions of people wake up every day and go through their routines. They go to their jobs, do what they have to do to get by, and are unaware of what's really happening all around them. A building collapses downtown, something creeps through an alley on the edge of their vision, and all the while people listen to the easy explanations. There aren't monsters in the world. Everything is fine. But is it really?

Not everyone is blind to the demons that creep through the shadows. Dante, a young man with a forgotten past, can see these hidden dangers. They're everywhere! Demons lurk in Limbo, cameras spy on everyone, and nothing is as it seems. A masked man on TV tells the world to wake up, and the Raptor News Network decries him as the terrorist leader of a group known only as "The Order." What part do they have to play in this?

Dante has a secret the demons are willing to kill over, even if he can't remember what it is. Fortunately, he is not easy prey. Dante will carve, shoot, slice, and smash his way through the demon ranks using his sword, Rebellion, and his trusty guns, Ebony and Ivory. Can he defeat all of the monsters on this path alone? Even if he finds allies in this struggle, will they be enough to stop the destruction?

This strategy guide can make the difference! In these pages, learn how to combat every demon and use every weapon with style and grace. All secret missions, Lost Souls, Challenges, and Keys are laid bare. Readers will learn how to pull off SSS rankings against the hordes of hell on the highest difficulty settings without ever taking a scratch. Read on, and unlock Dante's full potential.

The Story So Far

Resting after a night of debauchery, Dante is attacked by a Hunter Demon that is bent on killing him. Dante must find a way out of Limbo and unravel the mystery of his past. Kat, a young medium who's trying to warn him, wants Dante to help fight against the demons' stranglehold on humanity. Vergil, the enigmatic leader of "The Order" (and Kat's boss), seems to know more about Dante's past than Dante himself.

Who he really is and what he may yet become is about to unfold. Buried memories come to light, new enemies are revealed, and old crimes may yet be avenged.

Dante has all the forces of hell arrayed against him. He's got them right where he wants them!

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The Cast

Dante

Dante fights to survive with his blade, Rebellion, and his trusty guns, Ebony and Ivory. He doesn't remember much about his past, but his story is about to unfold (along with the perils that come from knowing the truth).



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VERGIL

Brilliant leader of the enigmatic group known only as "The Order." He knows much about Dante's past, and wants to recruit him to aid his cause. Only time will tell how far Vergil is willing to go to free humanity from the grip of the demons.

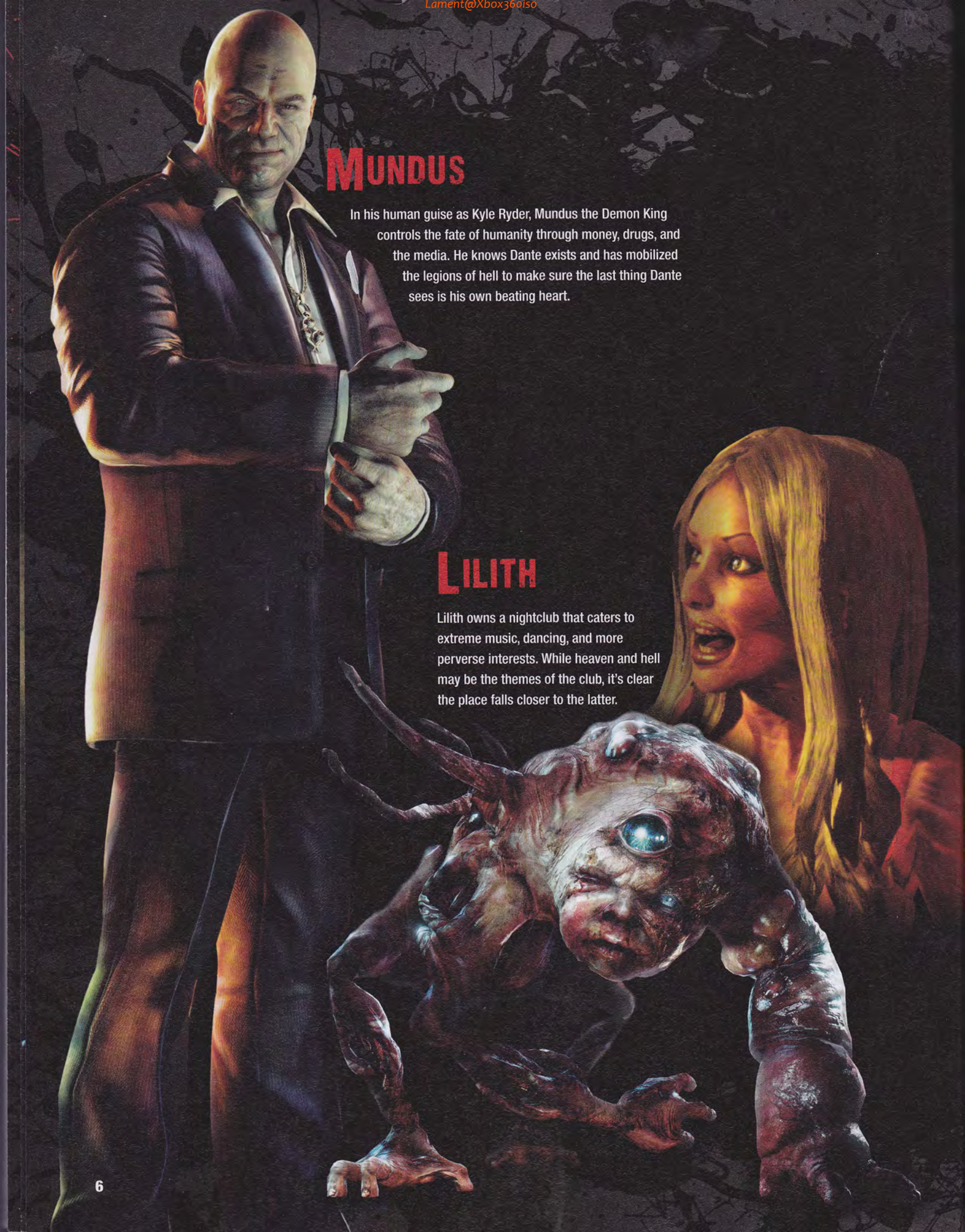
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KAT

A member of a group so secret that it is known only as "The Order." Kat and the other members of this group have been branded as terrorists. But is what they're doing actually for the greater good? Kat can see into Limbo and manipulate the intersections between that world and our own. Despite being surrounded by nightmares, there are still things that even she won't talk about.

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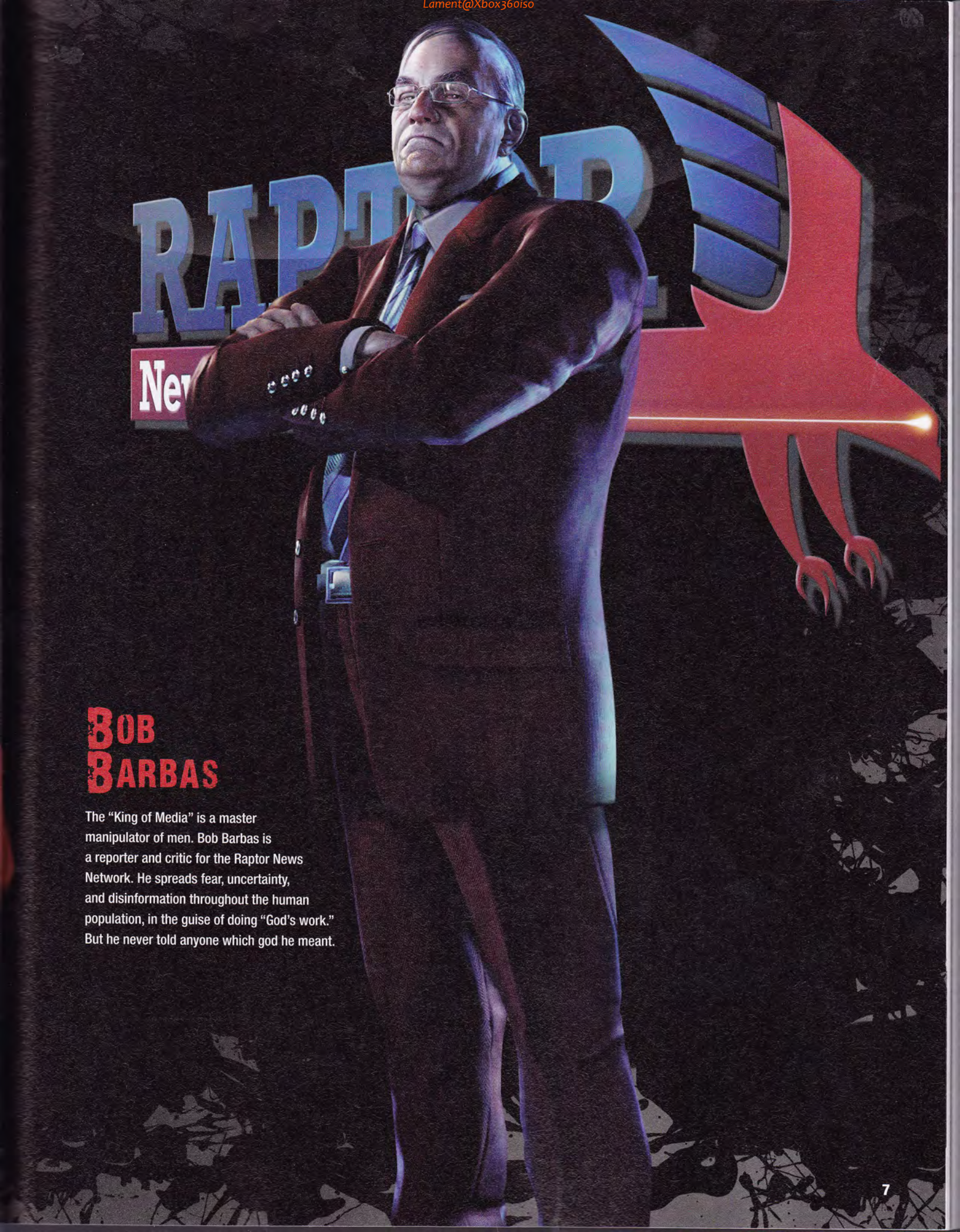
Mundus

In his human guise as Kyle Ryder, Mundus the Demon King controls the fate of humanity through money, drugs, and the media. He knows Dante exists and has mobilized the legions of hell to make sure the last thing Dante sees is his own beating heart.

Lilith

Lilith owns a nightclub that caters to extreme music, dancing, and more perverse interests. While heaven and hell may be the themes of the club, it's clear the place falls closer to the latter.

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BOB BARBAS

The "King of Media" is a master manipulator of men. Bob Barbas is a reporter and critic for the Raptor News Network. He spreads fear, uncertainty, and disinformation throughout the human population, in the guise of doing "God's work." But he never told anyone which god he meant.

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WAY OF THE NEPHILIM



This chapter explains the controls, movement, combat, and much more for *DmC Devil May Cry*. Read on to learn about hidden items, special attacks, and techniques that enhance this exciting addition to the series!

Control System



Xbox 360 Controls

A	Jump
B	Special attack (various)
Y	Close-range attack
X	Long-range attack
RT	Press and hold Demon mode
LT	Press and hold Angel mode
RB or LB	Evade
Right Analog Stick	Camera control
Left Analog Stick	Move
Right+Left Analog Sticks (push)	Devil Trigger
Back Button	Item shortcuts
Start Button	Pause



PS3 Controls

✕	Jump
●	Special attack (various)
△	Close-range attack
■	Long-range attack
R2	Press and hold Demon mode
L2	Press and hold Angel mode
R1 or L1	Evade
Right Analog Stick	Camera control
Left Analog Stick	Move
R3+L3 Analog Sticks (push)	Devil Trigger
Back Button	Item shortcuts
Start Button	Pause

Main Menu Options

Continue	Continue the current mission from the most recent checkpoint
Missions	Select from currently unlocked missions
Secret Missions	Select from currently unlocked secret missions
Training	Practice any move you've already purchased
Extras	See concept art and cinematics
Options	Change the audio/video options and controls
Xbox LIVE Marketplace	Go to the Xbox LIVE Marketplace (Xbox 360 Only)
Playstation Network	Go to the Playstation Network store (Playstation 3 Only)

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Select Menu BACK/SELECT

Using the Back (or SELECT) button during a mission leads directly to the item shortcuts menu, where all of the collected or purchased health items are available for use. These items are explained later in the chapter. In short, they can boost Dante's current health or Devil Trigger energy, but using them lowers your final score for the given mission. These should be used as emergency supplies, and not something to rely on all the time.

Start Menu START

Resume	Continue your current mission
Items	Access all purchased or collected health items
Restart from Checkpoint	Go back to the most recent checkpoint and start over
Restart Level	Restart a mission from the beginning of the level
Move List	See all currently available abilities, weapons, and attacks
Options	Change audio, video, and control options
Main Menu	Exit the current mission and return to the main menu



Commands

JUMP ✕ PS3/Ⓐ XBOX 360

Dante leaps into the air. The longer you hold down the button, the higher Dante goes. Press the button again in the air to make Dante double-jump, granting extra distance and height. For the best distance, jump as high as you can before double-jumping.



SPECIAL MOVE ○ PS3/Ⓑ XBOX 360

Attack with Dante's currently equipped melee weapon to send a foe flying into the air or allow him to attack an airborne target. The moves that are activated with this button are referred to as launchers, because they throw enemies around with almost every weapon.



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CLOSE-RANGE ATTACK △ PS3/Y XBOX 360

Attack with Dante's currently equipped melee weapon. He uses Rebellion if you aren't in Angel or Demon mode. If you're in Demon mode, he uses whichever Demonic weapon is equipped currently (Arbiter or Eryx). If you're in Angel mode, he uses Osiris or Aquila.



LONG-RANGE ATTACK ○ PS3/X XBOX 360

Dante fires his currently equipped ranged weapon. Ranged attacks are often far less deadly than melee attacks, but they are excellent for hitting enemies that are too far away to attack otherwise and to continue to add hits to a combo. Feel free to shoot all flying targets, ranged opponents, and normal enemies that haven't closed the gap against Dante.



DEMON MODE R2 PS3/RT XBOX 360

Dante's melee attacks use the currently equipped Demonic weapon, and Perfect Evasions trigger Demon Evade (once purchased). Demon mode is focused on high damage output.

EVADE L1 OR R1 PS3/LB OR RB XBOX 360

Evade lets Dante dodge enemy attacks. Normally, Dante dodges backward, but you can use the Analog Stick for movement to Evade in any direction you like. If you've purchased Angel Evade or Demon Evade, the Demon or Angel buttons determine whether you have a chance for special bonuses while Evading. Evade at the last moment before an enemy attack to gain Style bonuses and a chance for these special Evade buffs.

ANGEL MODE L2 PS3/LT XBOX 360

Dante's melee attacks use the currently equipped Angelic weapon, and Angel Evade can be used (once purchased). Angel mode is better at wounding large groups over time and playing defensively.



PARRY ANY ATTACK COMMAND

Dante is much stronger than the demons he'll face throughout Limbo. If his weapons connect with their attacks, you know who's going to come out on top? Of course it's Dante! That's where Parrying comes in. If you hit a demon's weapon or attack with one of Dante's, the enemy's blow is turned aside (and you can keep hitting the victim for a few seconds while they recover). It's extremely dangerous to rely on this trick. Parrying requires really good timing. If you are comfortable with your weapons and the enemies' attack timing, it's much easier to score a parry. Wait until the enemy has already dedicated to an attack, and use a fast swing of your own to interrupt them at the last minute. When their blow is deflected, continue your assault. Get in several free hits of your own before your opponent recovers!

Osiris is one of the better weapons for Parrying. The scythe's large area of attack gives it the best chance to disrupt enemy strikes.

CAMERA CONTROL RIGHT ANALOG STICK

Rotate the camera around Dante to get a different perspective on the action. Make sure to keep as many enemies in view as possible. Otherwise, it's hard to know when to evade their attacks.



MOVEMENT LEFT ANALOG STICK

Move Dante around on land or in the air. Combine this with evasion to dive in different directions.

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DEVIL TRIGGER PUSH DOWN ON BOTH ANALOG STICKS

Activating Devil Trigger grants Dante extra armor, damage capabilities, and sends enemies flying into the air. During this time, opponents with special immunities can be damaged with any attack, making this a perfect tool against defensive opponents (such as Witches, Frost Knights, and Ghost Rages).

Devil Trigger isn't available at the beginning of the game, but once it's unlocked this resource is very important for getting through some of the most difficult fights. The purple gauge under your health bar represents the Devil Trigger energy that is available. During Devil Trigger, Dante regenerates health. This is a useful way to keep yourself alive during difficult levels without resorting to items. The more self reliant you become, the easier it is to maintain a high score!

Move List

Basic Attacks

These are Dante's normal techniques for moving around, repositioning enemies, and getting through the missions.

ENEMY STEP ⊗ PS3/Ⓐ XBOX 360

Dante jumps off the head of an enemy. This resets all airborne abilities (such as Angel Boost, Evade, or Double-Jump).



PERFECT EVADE EVADE WITH PERFECT TIMING

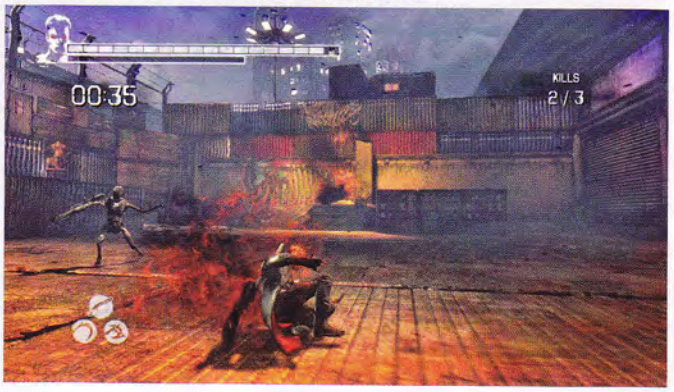
Timing is everything when it comes to evasion. If you Evade an attack early on you can often avoid damage from the blow. However, you won't get any style points for it. In addition, you can't really turn the battle in your favor.

To get more of an edge, wait until your enemies' attacks are about to hit Dante. Evading at the last second slows down the action and grants Dante a Perfect Evade bonus. You need to master this technique to get the damage buff from Demon Evade, so practice dodging later and later before each enemy attack until it starts to become second nature. This also gives Dante more time to slash at his opponents before leaping to safety. You end up having shorter, higher-scoring fights because of this!

DEMON EVADE DEMON MODE + EVADE

Performing a Perfect Evade just before being hit while in Demon mode will give Dante a brief (but significant) damage boost. This ability must be purchased and can be upgraded to increase the damage bonus. This is an essential skill for higher difficulty modes, and mastering it is invaluable in all fights.

You may want to make Demon Evade one of your first purchases. Practice it faithfully and watch your score rise substantially once you get good at counterattacking with this technique.



ANGEL EVADE ANGEL MODE + EVADE

Double-clicking Evade while in Angel mode causes Dante to phase through Limbo for a second, covering more distance than a regular Evade and making him invulnerable until he reappears. This ability must be purchased and can be upgraded to cover additional distance. There are a few enemy attacks that cover a wide area, and Angel Evade really helps to avoid those. It's especially good against ranged attacks.

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ANGEL BOOST ANGEL MODE + JUMP WHILE AIRBORNE

Dante channels energy while in the air to gain a brief boost of speed, gliding forward. This helps cross large gaps, but it's also a great way to save time. Dante moves faster during Angel Boost, so players trying to complete levels as quickly as possible should jump, Angel Boost, land, and repeat. This lets you literally fly through most of the missions.



OPHION ANGEL LIFT ANGEL MODE + RANGED ATTACK

Dante's grappling hook latches onto enemies or special points in the environment, bringing Dante to them. This helps you engage flying opponents, approach enemies that are too far away, and navigate through dangerous obstacles.

Look for a blue glow to indicate whether an object in the environment can be used as an Angel Lift target. Almost all enemies can, but test each type to learn when and how you can turn this to an advantage.

PAYOFF ANGEL MODE + RANGED ATTACK DURING ANGEL LIFT

Press the ranged attack button again at the end of a Angel Lift.Dante uses an uppercut immediately after an Angel Lift against an enemy. This attack launches the target into the air. It requires careful timing to pull this off reliably.



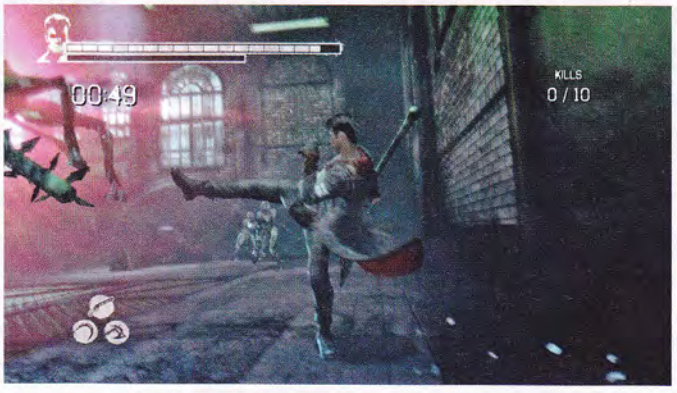
OPHION DEMON PULL DEMON MODE + RANGED ATTACK

Ophion Demon Pull uses a grappling hook on enemies or points in the environment to quickly yank them towards Dante. This is another wonderful tool against flying opponents. Pull them out of the sky and rip them apart on the ground.

Demon Pull is also invaluable against enemies with shields. Pull the shield aside with an initial Demon Pull, and then Demon Pull or Angel Lift to bring Dante into melee range against those opponents. They'll be practically defenseless against his assault!

KICKER DEMON MODE + RANGED ATTACK DURING DEMON PULL

Press the ranged attack button again at the end of a Demon Pull. Dante kicks an incoming enemy as Demon Pull ends, sending them flying. This requires careful timing.



LEAP JUMP DURING ANGEL LIFT OR DEMON PULL

Leap allows Dante to jump off the head of an enemy just as an Angel Lift or Demon Pull ends. It can be used during a mid-air Angel Lift or Demon Pull to get even more distance and height.



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Rebellion

Dante's sword strikes a good balance between speed and power. It cuts through the air (and enemies) faster than Demonic weapons and dishes out more single-target damage than Angelic ones, making it a useful weapon for almost any situation. Rebellion is weak against enemies with immunities or shields, as well as foes that know how to parry.

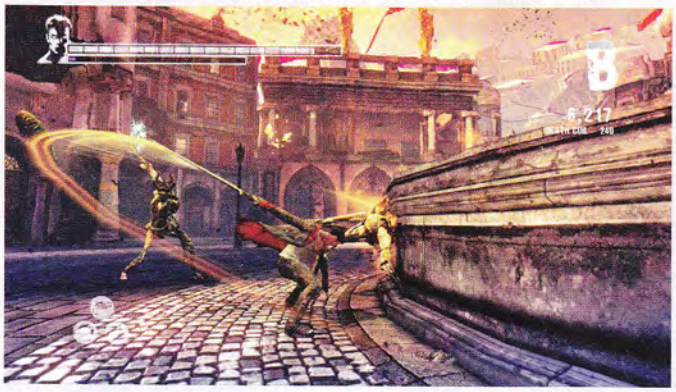
HACKER CLOSE-RANGE ATTACK X4

Hacker is a basic four-hit ground combo. It is useful against all enemies and can be upgraded for more damage. This attack is an excellent opener. Score a few hits while pushing an enemy back and switch attacks to do something more specific to the target.



DEATH COIL CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X3

Death Coil is a five-hit ground combo that requires a pause after the first two hits. It is an excellent combo against a single target. Each melee weapon has a combo that incorporates the two-hit, pause, hit system. Switching to another weapon after the first two hits and a pause will chain directly into the third (and subsequent) hits for that weapon. This is a powerful tool in creating high-value Style point combinations!



HIGHTIME TAP OR HOLD SPECIAL ATTACK

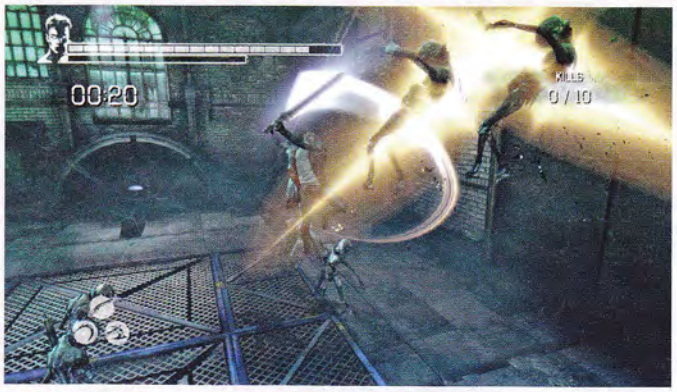
Hightime sends an enemy flying with an upward strike. Hold the button down to follow the enemy into the air. This is one of the easiest ways to start an air combo or to single out an enemy to punish in the air.

Another trick is to tap the button so that Dante doesn't follow the target up. Instead, stay on the ground and launch one or more enemies so they're temporarily disabled. This gives you time to focus on other foes that you might be engaged with while the first few fall down and are slow to get back up.

AERIAL RAVE CLOSE-RANGE ATTACK X4 WHILE AIRBORNE

Aerial Rave is a basic four-hit air combo. It's great for destroying the light shields of a shielded Bathos or Pathos. Its damage and ease of use make this an attack that never goes out of style.

Aerial Rave is good for juggling Dreamrunners, various Stygians, and other light targets you've launched. After the final hit, the opponent falls away from Dante. Use Angel Lift to stick with the target.



ROULETTE CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK WHILE AIRBORNE

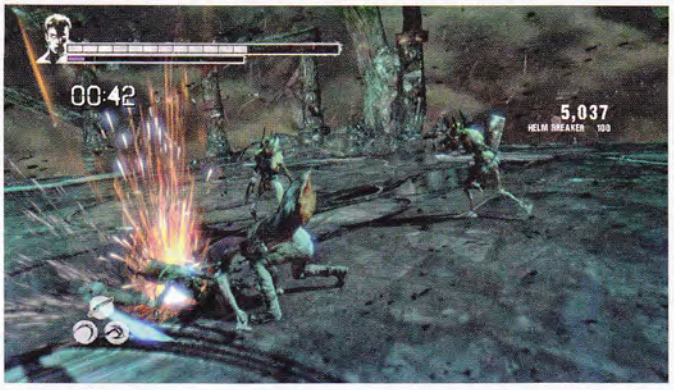
This is a spinning aerial attack that lifts Dante and an enemy further into the air. Combine Roulette with Demon Pull or Angel Lift to stay off the ground for extended air combos.

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HELMBREAKER SPECIAL ATTACK WHILE AIRBORNE

Dante smashes an airborne enemy into the ground. Use Hightime and Helmbreaker to attack the same enemy many times in quick succession (this hits multiple enemies if they are close together). Helmbreaker's speed and power make it a superb attack in general.

Also, this move gets Dante back onto the ground rapidly. If you want to get back to earth without much delay, use Helmbreaker.



STINGER PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Dante lunges forward at high speed, covering the distance to his target and ending with a stab. This is a risky maneuver, as Dante cannot evade during the lunge. Time the attack carefully so that Dante doesn't get nailed before he finishes the attack.

Despite this risk, Stinger is extremely useful for repositioning or attacking an enemy that's lurking on the periphery.

DRIVE HOLD THEN RELEASE CLOSE-RANGE ATTACK

Drive sends a shockwave of energy toward an enemy. This can be charged (by holding the button) for more damage.

OVERDRIVE AFTER DRIVE, CLOSE-RANGE ATTACK

After a Drive shockwave, send two additional shockwaves racing after it with Overdrive.

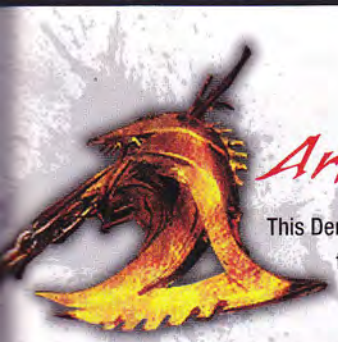


TRILLION STABS AFTER STINGER, PRESS CLOSE-RANGE ATTACK REPEATEDLY

Trillion Stabs ends Dante's lunge attack with a series of blindingly fast stabs, followed by the Stinger strike. Use this against isolated enemies. The full attack takes a long time to complete, but your target often can't counterattack because they're too busy getting slammed. If other enemies are in the area, watch Dante's back and break off Trillion Stabs if anything approaches.



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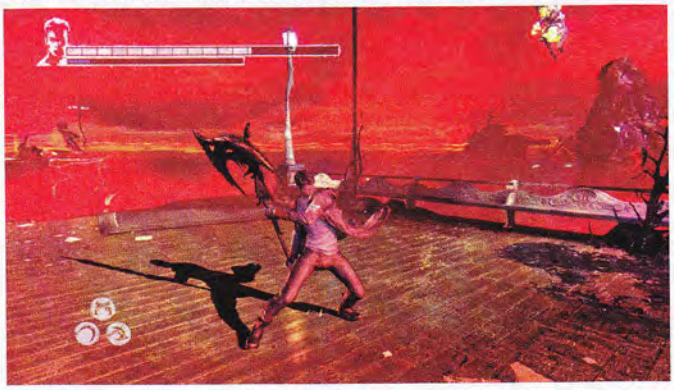


Arbiter

This Demonic axe does incredible damage with each heavy swing. It is unparalleled in dealing out the pain, but each attack takes time and leaves Dante unable to evade mid-swing. Once mastered, Arbiter is a truly fearsome weapon.

JUDGEMENT DEMON MODE + CLOSE-RANGE ATTACK X3

Judgement is a three-hit combo that strikes for massive damage. Combine this with the damage boost from Demon Evade to take down even the toughest foes in just a few strikes. Because Style points are awarded for the amount of damage dealt, this is an excellent end to an extended series of combos or when the rank multiplier is high.



TRINITY SMASH DEMON MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

Trinity Smash consists of two hits followed by a pause and a third attack that sends out three shockwaves. While this is an excellent attack, the second hit can knock lighter enemies out of range of the third (and heaviest) blow. It is also risky when used against foes with quick attacks, since Dante cannot evade while in mid-swing. If all the hits land, the damage is incredible.

The best time to use Trinity Smash is when Dante has several targets close by. Hit the first target twice with ground attacks, pause, and use Trinity Smash to hurt everything else. Otherwise, use this as a mix-up against really slow opponents. Start with Judgement, and then hit them with Trinity Smash to keep your Style points as high as possible.



TREMOR DEMON MODE + SPECIAL ATTACK

Dante smashes Arbiter into the ground, sending a shockwave forward in a line. Tremor then launches any enemies hit into the air. Although this attack is slower than Rebellion's launch, Tremor is a great way to disable Hell Knights and Blood Rages (because of their immunity to non-Demonic weaponry).

AERIAL FLUSH DEMON MODE + CLOSE-RANGE ATTACK WHILE AIRBORNE

While Dante is airborne, he throws Arbiter at a distant target. Even though this is a slow ranged attack, you won't be disappointed at its damage! Aerial Flush cannot be used at enemies above Dante. It's more of a way to punish distant ground targets.



DROP DEMON MODE + SPECIAL ATTACK WHILE AIRBORNE

While Dante is airborne, he uses Drop to come back down with a thunderous impact. This attack sends an impact line that launches everything it hits. This is a superb attack to finish an airborne combo.

FLUSH DEMON MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Flush lets Dante throw Arbiter at a distant target. The damage of the projectile is considerable, making this a good combo opener or closer. The best time to use Flush is after an evade. If you find yourself far away from the action, use Flush to throw the axe at a foe and then close the gap to continue the pain.



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Osiris

An Angelic scythe that reaps through waves of enemies with its wide swings, Osiris feeds off the energies of the slain to grow stronger. The more you attack with it, the brighter the scythe glows, and the stronger it gets.

Even though it is of limited use against shielded enemies, it is a potent weapon when Dante is surrounded or faced with light targets (such as Stygians).

KARMA — ANGEL MODE + CLOSE-RANGE ATTACK X4

Karma consists of a series of arcing horizontal sweeps with the scythe. The wide arcs of this combo make it ideal for engaging multiple targets at once. When Osiris is fully powered, this combo can reap large Style point bonuses.

CLEAVER — ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X3

Cleaver is a pausing combo that combines arcing strikes with a strong forward attack. This can be used to great effect against multiple enemies. Because of the number of attacks and the potential to hit multiple targets, this is a good way to quickly Feed Osiris to its maximum damage potential.



PROP — ANGEL MODE + SPECIAL ATTACK

Dante spins the scythe vertically, sending a demon flying and juggling it on the blade as it twirls. This is one of the meanest launchers because it disables the target for a long time. Use Prop once to launch and then employ Shredder while the target is coming down for even more damage. This also throws the victim away from Dante, wasting more of their time getting back to him afterward.

SHREDDER — AFTER PROP, TAP OR HOLD SPECIAL ATTACK

After a Prop attack, Dante continues to spin the scythe after its initial burst, maintaining the punishment of a juggled enemy.



HANGER — ANGEL MODE + CLOSE-RANGE ATTACK X3 WHILE AIRBORNE

Hanger is a sweeping aerial combo. Use this to juggle multiple enemies around Dante. This is a good combo against groups of airborne enemies, such as Harpies, or after gathering ground targets with Aquila's Aerial Buy In.

DOUBLE UP — ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X2

Double Up lets Dante spin his scythe like the blades of a helicopter, lifting himself and surrounding enemies higher into the air. Before you obtain Aquila, this is a decent attack for cutting open viny doors.



RAKE — ANGEL MODE + SPECIAL ATTACK WHILE AIRBORNE

Rake snags a ground-bound enemy below Dante, pulling it into the air.

RAZE — HOLD AND THEN RELEASE DEMON MODE + CLOSE-RANGE ATTACK

Raze is a charged attack that lifts Dante and surrounding enemies into the air.

STREAK — ANGEL MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Using Streak, Dante lunges forward with speed, swinging the scythe in wide sweeps. This is a good attack to use as a combo opener against a large group.

FEED — AUTOMATIC

Continuous attacks with Osiris power the scythe with energy siphoned off its victims. Point rewards for Osiris attacks increase as the scythe's power grows. The damage buff fades rapidly when strikes cease, so it works best with an aggressive offense.

Gather enemies with Aquila's Buy In, and then switch to Osiris for a dark harvest!

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Eryx

These burning Demonic gauntlets beat down enemies one at a time. Each attack can be charged for increased damage and range, and its attacks stagger enemies. Eryx is best used in situations where Arbiter is too slow or when quick evasion is a priority.

BRAWLER DEMON MODE + CLOSE-RANGE ATTACK X3

Brawler consists of three punches at a single target. Each punch staggers the enemy slightly, and attacks can be charged for more damage. Because each strike is faster than one from Arbiter, Brawler is excellent for keeping the pressure on fast enemies while still causing respectable damage. This is an excellent attack against Blood Rages.



SLAM DEMON MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

Slam is a pausing combo with three strikes. The third strike slams into the ground, staggering and throwing back nearby enemies. Each strike can be charged, and a fully charged final strike increases the area of impact.

It's possible to strike twice with Eryx, stagger the enemies, then pause, switch to Arbiter, and end with the final massive hit of a Trinity Smash.

UPPERCUT DEMON MODE + SPECIAL ATTACK

Uppercut is a powerful upward strike that sends the enemy flying into the air. Charge it to send Dante flying after his foe. A fully charged Uppercut can send even the most heavily armored foes flying! Knock Tyrants out of the park with this technique.



ERYX CHARGE HOLD ATTACK BUTTONS TO CHARGE ERYX ATTACKS

Eryx Charge increases the damage and range of all charged Eryx attacks.

SHOWDOWN DEMON MODE + CLOSE-RANGE ATTACK WHILE AIRBORNE

Showdown is a downward punch that sends an airborne enemy rocketing to the ground. Charge this attack to hit even harder. This is also a way to break through red crystals on the ground. Once you have Eryx, look for these throughout the game. They sometimes conceal free items and collectibles!

STOMP DEMON MODE + SPECIAL ATTACK WHILE AIRBORNE

Dante plummets to the ground, unleashing a shockwave when he lands. Charge Stomp to increase its area of impact and force.



SNAKE EYE DEMON MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Snake Eye lets Dante fade back to evade an attack and then counter with a devastating punch. Charge this attack for a stronger counterattack. This is useful against shield-bearing enemies, as it allows Dante to dodge their strikes while working on breaking their defense.



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Aquila

Aquila is a pair of Angelic bladed discs that are powerful in combat against large groups of enemies. They have the widest melee range of any weapon, and one of their signature attacks stuns foes for several seconds. Though excellent for their defensive and controlling attacks, Aquila is awful on direct damage. Use Aquila in conjunction with other weapons for the best of all worlds!

KILLER — ANGEL MODE + CLOSE-RANGE ATTACK X4

Killer consists of a weak but wide-ranging series of strikes at enemies around Dante. It's useful as a mix-up if you've used too many Osiris attacks and want to continue damaging an enemy group without wasting Style points.



BUY IN — ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

This pausing combo ends with the spinning blades gathering enemies around Dante. Buy In is very useful for setting up combos and pairs well with Osiris. Use Buy In to pull clusters of enemies together, and then give them hell with your best attacks.

ROUND TRIP — ANGEL MODE + TAP OR HOLD SPECIAL ATTACK

Round Trip lets Dante throw ranged, spinning blades that trap and stun an enemy for a few seconds. The blades also persist against shields and Witch shield bubbles, making this one of the best ways to penetrate the defenses of Frost Knights and Witches. It can also be used to lock down enemies when facing multiple dangerous targets, such as Rages.

If you need to slow down a fight and make it safer for Dante, this is the *best* ability in the entire game. Nothing else gives you this powerful an attack for crowd control.



SKIRMISH — ANGEL MODE + CLOSE-RANGE ATTACK X2 WHILE AIRBORNE

Skirmish is an airborne juggle with a wide range. It is useful against Harpies and low-health airborne enemies that can stay out of the reach of Osiris.

AERIAL BUY IN — ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK WHILE AIRBORNE

Aerial Buy In is an attack that ends by gathering enemies to the air around Dante. It is excellent for setting up an air combo with Osiris.



CALIBER — ANGEL MODE + SPECIAL ATTACK WHILE AIRBORNE

Dante performs a quick aerial dash toward a flying target. This is useful for dealing with flying enemies. Although, Angel Lifting and Demon Pulling are generally preferable on higher difficulties to avoid reprisal attacks.

TORNADO — ANGEL MODE, HOLD AND RELEASE CLOSE-RANGE ATTACK

Hold Tornado to become a spinning dervish of blades. This is a high-risk move, as Dante cannot evade while spinning. It can be useful against Frost Knights to destroy their shields or against packs of Stygians.



BIG SLICK — ANGEL MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

With Big Slick, Dante dashes toward an enemy, lifting both Dante and the target into the air. This is a decent way to escape enemies that are surrounding Dante.

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Ebony and Ivory

Dante's matched twin handguns, Ebony and Ivory, can keep up a withering barrage of fire at Dante's demonic foes. The high fire rate but low damage makes them best used as a means of continuing combos while moving toward a new melee target.

SHOOT **LONG-RANGE ATTACK**

With Shoot, Dante fires a shot from each gun (chain this for continuous fire). This is useful in continuing a combo as Dante gets in position to use more damaging melee attacks.



RICOSHOT **HOLD AND THEN RELEASE RANGED ATTACK**

Charge Ricoshot to shoot a bouncing shot between several enemies.

RAINSTORM **JUMP + RANGED ATTACK WHILE AIRBORNE**

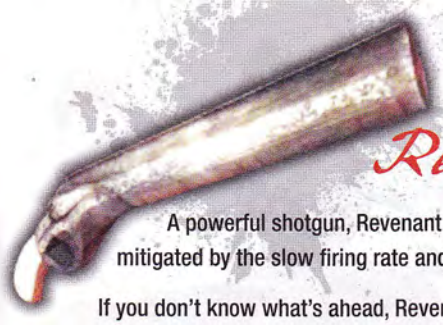
Rainstorm allows Dante to spin into the air, firing in a circle.

INVERSE RAINSTORM **JUMP + RANGED ATTACK**

Inverse Rainstorm makes Dante spin in the air, firing in a circle as he descends. As a flashy move, this is good for showing off when you're chaining various attacks together.



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Revenant

A powerful shotgun, Revenant does horrible things to nearby foes. Lighter enemies are knocked back a step by the force of the shot. This is mitigated by the slow firing rate and limited range of the weapon.

If you don't know what's ahead, Revenant is the best ranged weapon to leave equipped. Its damage and spread are superior against groups of targets, the weapon destroys the spinning shards that ambush Dante from time to time, and it's easier to use than Kablooey.

SHOOT **LONG-RANGE ATTACK**

Shoot creates a single blast with a wide arc and high power. This is one of the best ways to destroy Demon Shards.

CHARGE SHOT **HOLD AND THEN RELEASE RANGED ATTACK**

Charge Shot creates a powerful sticky bomb that detonates shortly after impact. This attack is good for firing on enemies that are out of range of Revenant's basic shot.

FIREWORKS **JUMP + RANGED ATTACK**

Dante fires three rapid shots around himself. This is useful in clearing a swarm of nearby enemies. It also looks totally hardcore.







Kablooey

Kablooey fires explosive darts that are manually detonated. It is best used as a tactical weapon to interrupt demons preparing attacks or to start off a fight. For single-target damage, it's the best ranged weapon of the three.

SHOOT **LONG-RANGE ATTACK**

Shoot makes Dante fire an explosive dart into the target. The darts do nothing until detonated. Darts bounce off of shields and armor, so this attack is useful against most heavier targets.

DETONATE **JUMP + RANGED ATTACK AFTER FIRING SEVERAL DARTS AT A TARGET**



All embedded darts explode. Four darts exploding in a frenzied target at once will knock it out of frenzy.

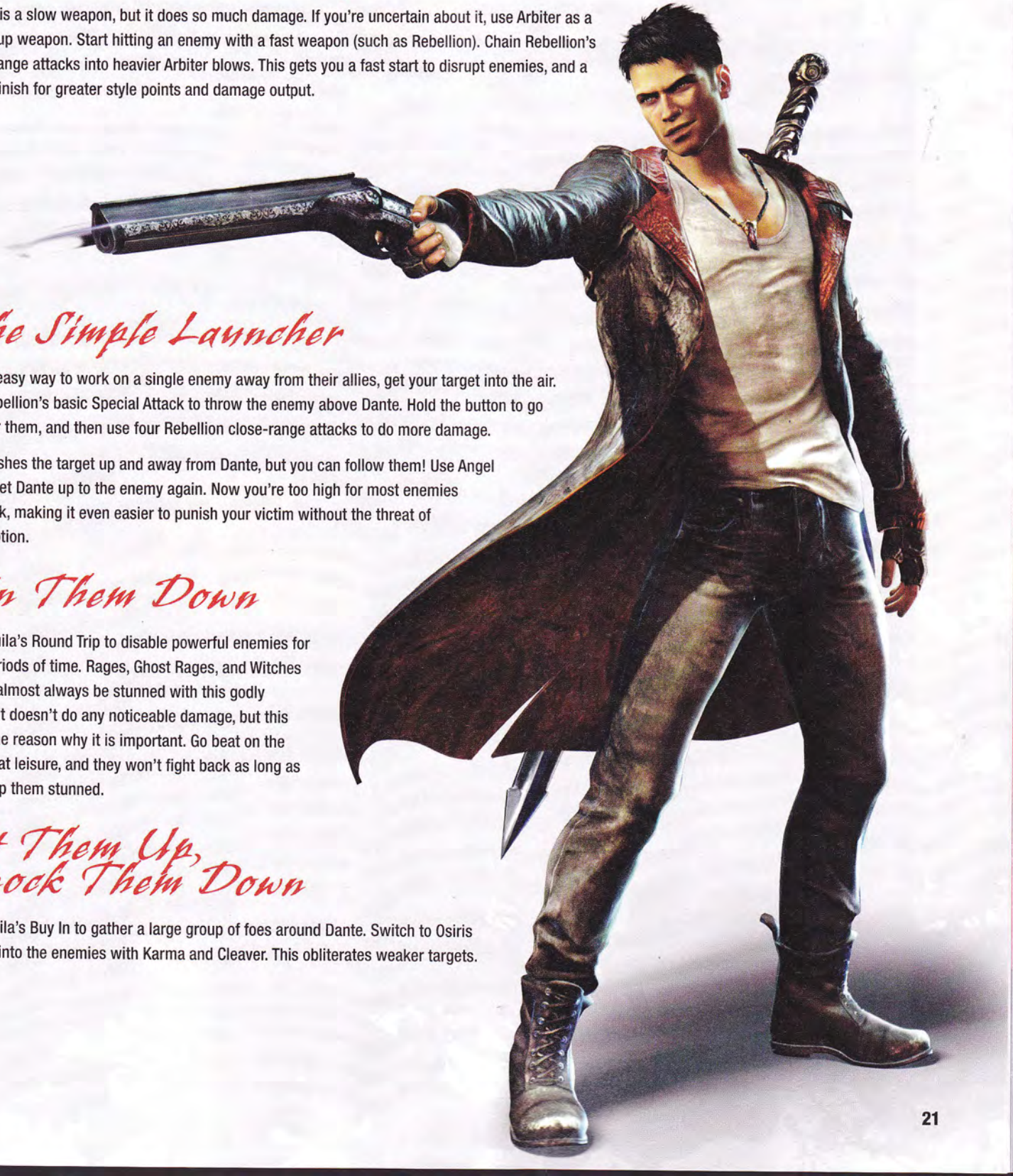
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Important Combos

You're likely to find many fun tricks of your own while you play *DmC Devil May Cry*, but there are several combos that are always useful to master. None of these are especially flashy, but they're all extremely effective.

The Arbiter Follow-up

Arbiter is a slow weapon, but it does so much damage. If you're uncertain about it, use Arbiter as a follow-up weapon. Start hitting an enemy with a fast weapon (such as Rebellion). Chain Rebellion's close-range attacks into heavier Arbiter blows. This gets you a fast start to disrupt enemies, and a heavy finish for greater style points and damage output.



The Simple Launcher

For an easy way to work on a single enemy away from their allies, get your target into the air. Use Rebellion's basic Special Attack to throw the enemy above Dante. Hold the button to go up after them, and then use four Rebellion close-range attacks to do more damage.

This pushes the target up and away from Dante, but you can follow them! Use Angel Lift to get Dante up to the enemy again. Now you're too high for most enemies to attack, making it even easier to punish your victim without the threat of interruption.

Pin Them Down

Use Aquila's Round Trip to disable powerful enemies for long periods of time. Rages, Ghost Rages, and Witches should almost always be stunned with this godly attack. It doesn't do any noticeable damage, but this is not the reason why it is important. Go beat on the targets at leisure, and they won't fight back as long as you keep them stunned.

Set Them Up, Knock Them Down

Use Aquila's Buy In to gather a large group of foes around Dante. Switch to Osiris and lay into the enemies with Karma and Cleaver. This obliterates weaker targets.

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Difficulty Modes

DIFFICULTY MODE	CHALLENGE LEVEL	UNLOCKED WHEN	CHANGES TO GAMEPLAY
Human	Very Easy	Available at start	Fewer enemies, enemies have reduced health and do reduced damage
Demon Hunter	Easy	Available at start	Enemies have reduced health and do reduced damage
Nephilim	Medium	Available at start	Enemies have normal health and do normal damage
Son of Sparda	Hard	After beating the game (any difficulty)	Waves are composed of more difficult enemies earlier on, enemies start using new attacks and parrying more
Heaven or Hell	Hard	Beat the game on Son of Sparda	Both Dante and enemies die in one hit; wave composition and attacks are the same as Son of Sparda
Hell and Hell	Very Hard	Beat the game on Heaven or Hell	Dante dies in one hit, but enemies have full health; wave composition is the same as Son of Sparda
Dante Must Die!	Ultra Hard	Beat the game on Son of Sparda	More enemies in each wave, more enemy waves, enemy health and damage increased

HUMAN: The Human difficulty level is for players who are more interested in the story than a challenge. The enemies are slow, use only basic attacks, come in small groups, do less damage, and have less health.

DEMON HUNTER: A step up from Human, the enemies on Demon Hunter difficulty do moderate damage but only use basic attacks.

NEPHILIM: On the Nephilim difficulty, enemies have full health, do full damage, and use some of their special attacks. This is the highest initial difficulty available. We suggest that you start on Nephilim for a good challenge. This prepares you well for Son of Sparda.

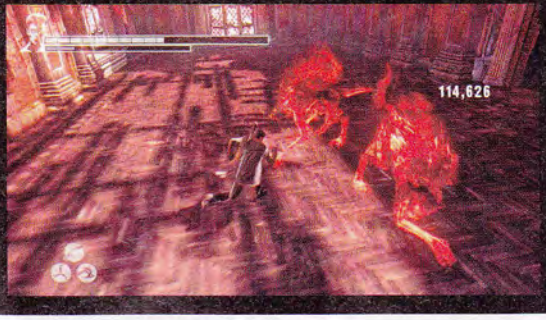
SON OF SPARDA: Son of Sparda is unlocked after beating the game (on any of the previous difficulties). The enemies are stronger and come in larger waves. Difficult enemies will be encountered earlier in the game. Also, many enemies get improved attacks. Pathos shoot an extra time, Butcher's learn their four-hit combo, etc.



HEAVEN OR HELL: Unlocked after beating the game on Son of Sparda, Heaven or Hell difficulty changes the game with enemies and Dante dying in one hit. Combat is fast, furious, and tolerates no mistakes! Dante starts each mission with three lives and gets three lives more after each continue. This isn't as hard as it sounds, and you can finish missions very quickly because of the shortened encounters.

HELL AND HELL: Hell and Hell is unlocked after beating the game on Heaven or Hell. Enemies have full health (the same health level as Nephilim) but Dante still dies in one hit. Dante starts with three lives and gets three lives more with each continue. This is a tough mode for people who haven't mastered evasion. In some ways, it's harder than Dante Must Die!, but the enemies themselves aren't too brutal. You just have to fight with extreme precision to win.

DANTE MUST DIE!: Dante Must Die! is unlocked after beating the game on Son of Sparda. This difficulty features enemies that do massive damage, use new moves, have more health, and come in large waves. This is the ultimate challenge! You're going to love it!



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Methods of Movement

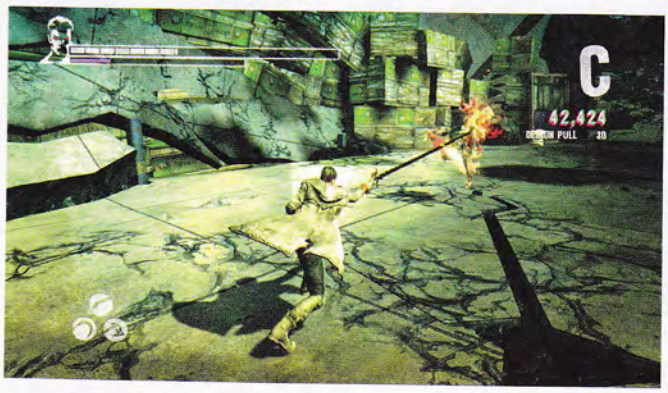
General Movement

Dante's agility extends to outrunning demons on the ground, diving out of the way of enemy attacks, and effortlessly gliding through the air. Combine the various ways he can move to defeat any foe.

Gliding (Angel Boost)

Once acquired, Angel Boost can be used at any point during a jump. It requires time to master, as it involves jumping while in Angel mode or going into Angel mode while you're already in the air. Still, Angel Boost is the best (and sometimes only) way to cover great distances in the air. Combined with grappling attacks, it basically means that Dante never has to touch the ground in a fight unless he wants to.

Grappling (Demon Pull and Angel Lift)



Demon Pull grabs an enemy and pulls it to Dante; Angel Lift brings Dante to the foe. Demon Pull tends to yank larger foes off their feet and opens them to attacks, while Angel Lift can get Dante to a foe while they are stunned or get him up into the air to engage a flying target directly. Both are essential skills and, when combined with jumping, let Dante zip around the battlefield.

There are multiple jumps in missions that require using combinations of Angel Lift, Demon Pull, and Angel Boost—sometimes all three for a given jump. There is usually a brief window of time for Dante to recover or save a botched attempt, but practicing and familiarity with the controls will pay off in later levels. Using these movement options in combat is one of the best ways to practice!



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Combat

Red Orbs

Red Orbs are gathered from fallen enemies, red cocoons, destructible pieces of the environment, freeing Lost Souls, and killing the spidery critters that roam the environment. Red Orbs can be used to buy items in the shop. Early on, this leads to permanent health and Devil Trigger improvements. After those are all purchased, Red Orbs become less important.

Green Orbs

Green Orbs come from green cocoons in missions and occasionally from fallen enemies. They restore some of Dante's health.

White Orbs

White Orbs come from fallen enemies and increase Dante's experience. When the experience circle fills, Dante gains an upgrade point that can be used between missions or at a Divinity Statue to buy new skills or improve existing ones. White Orbs are also awarded after a mission, with the amount determined by Dante's overall Style ranking.



Purple Orbs

Purple Orbs can be gathered from fallen enemies and rarely from red and green cocoons. They give Dante Devil Trigger energy.

Damage

Dante deals damage whenever he strikes an enemy with a melee weapon or hits them with a ranged attack. Dealing damage is the only way to increase the Style multiplier in combat, gain experience, and, most importantly, kill demons.

Dante takes damage when struck by an enemy attack or when standing in an environmental hazard. He will also take a small amount of damage if he falls off a ledge into a bottomless pit or hazard of some sort. Being hit in combat decreases Style multipliers substantially, so flawless evasion is essential for getting high scores.

Health

Dante's health is tracked via the large white bar at the top left of the screen. It can be increased with Health Crosses and restored with Green Orbs or Vital Stars. Enemy attacks deplete Dante's health bar, as do environmental threats. Health upgrades are permanent and carry over from difficulty to difficulty level. When playing on Heaven or Hell or on Hell and Hell, Dante will always die in one hit, whether that is from an enemy attack or standing in a puddle of toxic goo.



Devil Trigger

Devil Trigger unleashes Dante's true power. Activating it requires a minimum amount of energy in the Devil Trigger bar, as indicated by a faint white line near the left side of the bar. The effect flings all enemies into the air and strips them of all defenses. Enemies with armor and immunities can be attacked with any weapon, and they cannot parry. Enemies will not attack unless pulled or knocked to the ground. Dante's strength increases, as does his armor. During Devil Trigger Dante also regenerates health. Devil Trigger energy steadily decreases while Devil Trigger is active, and Devil Trigger can be deactivated at any time.



Devil Trigger starts at zero at the start of each mission (once unlocked) and slowly builds up as Dante damages enemies. It is best used when Dante is surrounded by a group of tough enemies, against a single one that is extremely difficult, or against a boss who is open to attack.

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Evasion

Perfect Evasion

The art of dodging an enemy attack is a key component of any defensive strategy. After all, what works better to avoid damage than simply not being there? Because an evasion is a quick movement, it can (and should) be used to remove Dante from danger, diving out of the way of charging enemies, avoiding sword strikes, and clearing blast zones before detonation.



Evasion isn't a cure-all. Not every attack can be evaded, and sometimes the type or direction of evasion matters in clearing the danger zone. For example, the charging attack of a Ravager must be evaded to the side, as the chainsaw will still hit Dante if a rear or front evasion is used. In addition, diving to one side does no good if it avoids one attack by running directly into something worse!

Evading robs momentum from a fight if done too often. It gives the demons a chance to regroup and go on the offensive as Dante dives and rolls. Using evasion judiciously keeps the fight flowing and the combo meter climbing, so it is best to think of an evasion as an emergency positional shift to get out of *immediate* danger. This doesn't mean evading just because a demon is coming at Dante; it means evading because the blade, bomb, saw, or fist is already swinging, and Dante needs to move *right now* to get out of its path. This type of last-second dodge is called a "Perfect Evasion," and it is the key to unlocking advanced evasive and damage techniques.

Demon Evade

An ability that needs to be purchased before it can be used, a Demon Evade is a Perfect Evade that is done while Dante is in Demon mode. Not only does it get Dante out of danger, but the adrenaline of cheating death grants Dante a brief (but substantial) boost in damage. While his hands are wreathed in Demon energy, Dante can smash through shields and carve through enemies like a tornado. In addition, the added damage of each strike makes each individual strike and combo worth more points, filling up the Style multiplier faster.

The true power of a Demon Evade is in its thoughtful usage. A way to think about it is in the benefit that it generates. A regular Evade gets Dante out of danger. A Demon Evade gets him out of danger and on his feet looking for a fight.



When used at the proper time, Demon Evade can be devastating to enemies as well as providing a massive boost to the Style multiplier. It can be the difference between a SSS ranking on mission completion and a lesser grade. If Dante clears a room and then Demon Evades the last foe and kills it in a single hit, that Demon Evade really provided no tangible benefit over a regular Evasion. In comparison, if he began the fight by Demon Evading the first strike and then laid into the demons with Osiris or Arbiter while the damage boost was active, the point rewards would be substantially greater.

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This tactic is high risk, but the ability to reliably get out of the way and come up swinging is a necessary skill in the higher difficulties. Demon Evade is crucial to overcoming the increased health of demons as well as providing the points needed to get high Style multipliers and SSS rankings upon mission completion.

Angel Evade

Angel Evade is an evasion that incorporates a brief moment of invulnerability and increased distance on the dodge. Unlike its Demonic counterpart, successfully pulling off an Angel Evade does not require a Perfect Evasion. It can be done at any time (once purchased) by double-tapping the Evasion button while in Angel mode.

While Demon Evade provides a tangible reward for risk-taking behavior, granting extra damage upon completion of the dodge, Angel Evade is all about getting Dante out of nasty situations the quickest and safest way. The entire purpose of an Angel Evade is to remove Dante from the vicinity of the attack without exposing him to additional attacks along the way. This means Angel Evade is perfect for escaping from crowds or enemies that perform combination or area attacks.



Some of the enemies, particularly larger enemies, have a nasty habit of hitting Dante even if he evades. This is because their attacks have a wide radius or remain dangerous until the complete animation has passed. Ravagers, for instance, remain dangerous at all times during their attack. If they are charging or performing a triple combination, evading (or Demon Evading) backward still puts Dante in the path of the chainsaw, and even stepping on it is enough to trigger the damage. Similarly, Butchers are capable of sending out wide swathes of energy that are difficult to evade. Many of the Bosses have area attacks and waves that are difficult (though not impossible) to avoid with regular Evade or Demon Evade.



Angel Evade (along with knowing the patterns of enemy attacks) is the key to escaping almost any bad situation intact. It covers enough distance to clear most area attacks, warps Dante away so that he doesn't run the risk of stepping on anything, and grants a brief flicker of invulnerability during the evasion. Like all evasions, it is not perfect or infallible, but it will help Dante stay alive if things go wrong.

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Usable Items

All usable items lower Dante's score when used during a mission. Only rely on these in life or death situations (item use does not have as severe a penalty as dying).

SMALL VITAL STAR



The Small Vital Star restores a small portion of Dante's health. At the start of *DmC*, each star gives about 1/2 of Dante's health bar and about 1/5 when Dante's health bar is fully upgraded. Dante can carry up to 10 Small Vital Stars at a time.

LARGE VITAL STAR



The Large Vital Star restores all of Dante's health. Dante can carry up to 10 Large Vital Stars at a time.

SMALL DEVIL TRIGGER STAR



The Small Devil Trigger Star restores a portion of Dante's Devil Trigger. When the Devil Trigger bar is fully upgraded, each Small Devil Trigger Star restores about 1/4 of Dante's Devil Trigger. Dante can carry up to 10 Small Devil Trigger Stars at a time.

LARGE DEVIL TRIGGER STAR



The Large Devil Trigger Star completely fills Dante's Devil Trigger. Dante can carry up to 10 Large Devil Trigger Stars at a time.

GOLD ORB



Gold Orbs resurrect Dante upon death. Dante can carry three Gold Orbs at a time.

Nonusable Items

HEALTH CROSS



Each Health Cross increases Dante's maximum health. A total of six Health Crosses can be purchased through the store.

DEVIL TRIGGER CROSS



Each Devil Trigger Cross increases Dante's maximum Devil Trigger capacity. A total of three Devil Trigger Crosses are purchasable through the shop.



HEALTH CROSS FRAGMENT

Four Health Cross Fragments combine to form a complete Health Cross. Fragments can only be earned by completing secret missions.



DEVIL TRIGGER CROSS FRAGMENT

Four Devil Trigger Cross Fragments combine to form a complete Devil Trigger Cross. Fragments can only be earned by completing secret missions.

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Style: "The SSS of Success!"

Style points are important! They allow Dante to gain new abilities and contribute to the overall mission score. Maximizing the amount of Style points for each level is the quickest way to high mission rankings as well as earning new abilities. Nearly everything Dante does in combat increases these points, but that is just the tip of the iceberg. A lot of things are lurking beneath the surface, and being aware of (and exploiting) them will help get you high on the leaderboards.



At the very basic level, Style scoring is about damage. Dealing damage makes the multiplier go up; taking damage makes it go down. Taking this one step further, if Dante uses higher-damage attacks, they are worth more points and will cause the gauge to fill faster. Each attack has a given point value, which is displayed when Dante uses that attack. This point value is multiplied by the current point multiplier. The higher the damage of the attack, the more points it is worth. An attack that kills an enemy is worth more than the basic point value.

The multiplier ranks are as follows: D, C, B, A, S, SS, and SSS. Each increases the multiplier by one, so a D multiplier is worth x2 points and a SSS rank multiplies all points earned by x8. This is the basic level of how the system works. Fill the gauge by doing damage and avoid taking damage.



More advanced techniques involve understanding how attacks decay in value. Using the same attack again and again will cause the multiplier to degrade in value as well as cause a drop in how effective the attack is in increasing the multiplier. While a weapon is just as damaging against demons if swung in the exact same way a thousand times, switching combos, weapons, and mixing everything up is the only way to maintain a high score. While it isn't necessary to switch attacks after every strike, or to use every weapon, changing things keeps the meter climbing and Dante on the move.



This can be further explored by adding in concepts like Demon Evade. Demon Evade grants a damage bonus while it is active. What this means in terms of Style points is that if a high-damage weapon (such as Arbiter or Osiris) is used in conjunction with the Demon Evade damage bonus, the Style meter skyrockets. A single Arbiter combo can cause the meter to jump from nothing to S, and nicely sets Dante up for greater Style ranks. Opening combat with such a high-power attack can lead to reaping massive rewards with the following attacks, simply because the Style meter is already at a high level before any attacks have degraded in point value. To squeeze every last point, try to kill wounded demons with Arbiter. The point value for the attack is not dependent on how much the demon takes, simply how much the weapon *does*. That means that overkill is a good thing. You're effectively getting free points from the enemy.

An ideal combat scenario starts with Demon Evade and a high-power attack. The player follows with a constantly shifting barrage of attacks that swiftly max out the Style meter while Dante avoids taking any hits. Each demon has unique attacks, patterns, and vulnerabilities, but using these tactics will always help to keep the rank high and the points flowing!

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Score

Mission scoring is determined by five qualifications: Style points, time, completion, items used, and number of deaths. The final score is calculated by multiplying your Style by the time and completion multipliers. You can get as high as x8 for each of these. Thus, the best score is 64 times your final Style score!

There is a fixed deduction for health items used and a percent deduction for any deaths. It is possible to get the highest ranking (SSS) without actually getting a SSS rank in all three categories. Although, it is harder and often requires a very high Style score in the first place. Knowing the level and finding all hidden materials will help, but there is no substitute for speed and style in combat!

Style Points



Style points count for the majority of the overall score, and getting a high ranking is the easiest way to earn a high mission score. While getting an SSS ranking is more than just getting a lot of Style points, it certainly helps!

Style points are earned every time Dante does something to an enemy. This includes combos, kill streaks, parrying, and Perfect Evasions. These are displayed on the screen as Dante earns them, along with the point value. These points are multiplied by the active Style multiplier at the time they are earned. Overall Style points are then added up to create the overall Style point mission ranking and multiplied by that ranking. Given that a SSS ranking multiplies everything by eight, that can be a lot of points!

There are no shortcuts for earning Style points in a mission. Combat has to be as close to flawless as possible, with a mix of weapons and attacks. Get that multiplier high and watch the points roll in!

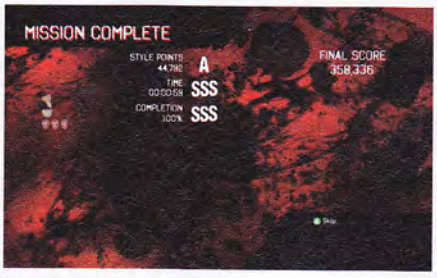
Time

The time ranking is determined by how long it takes to complete the mission from start to finish. Time spent in secret missions or cutscenes is not counted. While it might be tempting to just race from start to finish as fast as possible, this will surely lead to missing many Style points and result in a low Style score. If you want a good mission rank, you need to budget time with high-quality fighting.



A good trick is to use Angel Boost when moving down corridors or crossing open areas. It's faster than running, and shaves a few seconds off your time. Another point to consider is that trying to get a fast time when there are things still to be found and enemies to kill will not actually be all that useful, as they provide many more points!

Completion

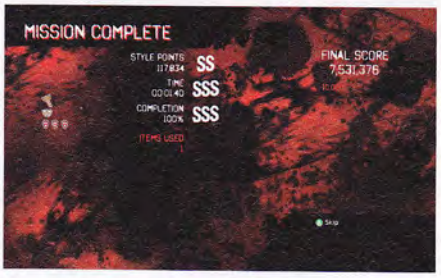


Completion is entirely about how many Keys, Lost Souls, and Challenges have been found for each level. Once all have been found, Completion is an automatic SSS rank for every run you make in the future. Many of these hidden items are tucked away in corners or barricaded behind Eryx Crystals, vines, and cracked doors. Dante needs to return to some earlier missions to find everything, because some areas require new weapons or techniques before the hidden material can be revealed.

It's best to start a mission with an eye toward thoroughness, discovering all the hidden material possible for a given area as Dante moves through it. Then, later, after more practice and gaining the majority of weapons, try the mission again and snatch up the remaining hidden stuff.

A final mission run should be a shot toward a good time run, knowing that the mission is complete. This results in a higher mission ranking (hopefully SSS).

Items Used



Any Vital Stars or Devil Trigger Stars that are used will incur a flat point penalty per item. Always remember that the deduction for using an item is tiny compared with the penalty for dying, so use them when needed!

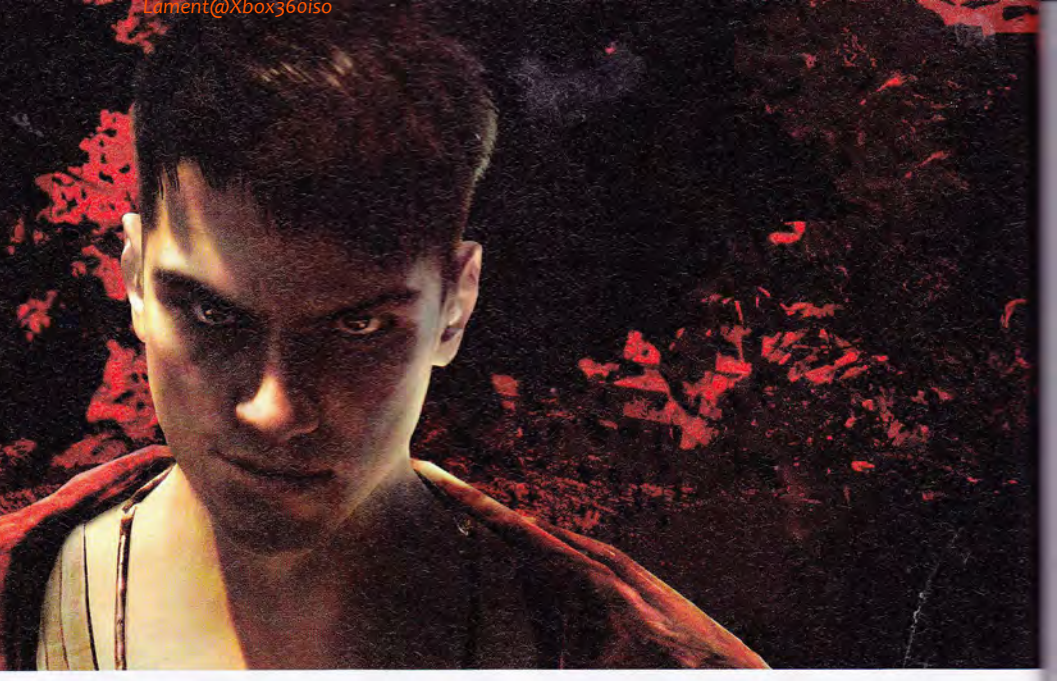
That said, when you're practicing a level, don't use any items. Force yourself to be harsh and play for high stakes. This encourages proper evasion and better fighting techniques, and leads to higher scores in the long run.

Deaths

Each death results in a -10% deduction from the total mission points, before the final ranking is determined. In practical terms, this means that dying too often makes it harder to get an SSS ranking, but not impossible.

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Upgrading Your Character



As Dante goes on his missions, he picks up a lot of Red Orbs and earns upgrade points to spend on skills. He also receives new weapons, each with its own set of attacks to upgrade and purchase. All of this is going to combine to make it feel like there are never enough resources to do everything. Here are some pointers to help ease the way.

Skill Upgrades



When thinking about new abilities, consider maxing out Dante's basic skills first. Demon and Angel Evade are essential on higher difficulties, but even on lower ones they can be incredibly useful. Buy them early! Similarly, Arbiter, Osiris, and Rebellion never stop being awesome, no matter the occasion. Invest in their attacks and gain powerful tools in the fight against any demon as well as more options to use in a fight. Some specific skills to invest in are Arbiter's Judgement and Drop, Rebellion's Hacker and Aerial Rave, and Osiris' Feed ability. If a particular attack really feels right or works well in a combo, consider upgrading it to do more damage. One notable late-game attack to upgrade as soon as possible is Aquila's Round Trip. It stuns enemies, and upgrading the duration of the stun will pay off in spades.

The Item Shop

The Item Shop is where Dante spends the skull-like Red Orbs he earns by destroying foes, critters, and destructible items. While it is tempting to stock up on recovery items and Gold Orbs to make it through a mission on the first try, this is going to eventually create a significant problem: price increases. Each item increases in price the more you are currently carrying. Some of them, like Small Vital Stars, only go up 100 Orbs every time one is purchased. Gold Orbs and Health Crosses go up substantially more!

Try to focus on items that are going to help Dante live longer, such as Health Crosses. They go up in price very quickly, but the payoff is the ability to take more hits in every encounter afterward. The usefulness of this should be obvious. Devil Trigger Crosses are similarly useful; once the Devil Trigger ability is obtained, being able to channel that energy for longer periods of time can turn a tough fight into one that allows Dante to show off his awesomeness against helpless foes.



Health items, while nice, should ultimately be last resort items, things that are used to pull out of a really bad situation during an otherwise great run. Only use them if the mission has otherwise been going really well.

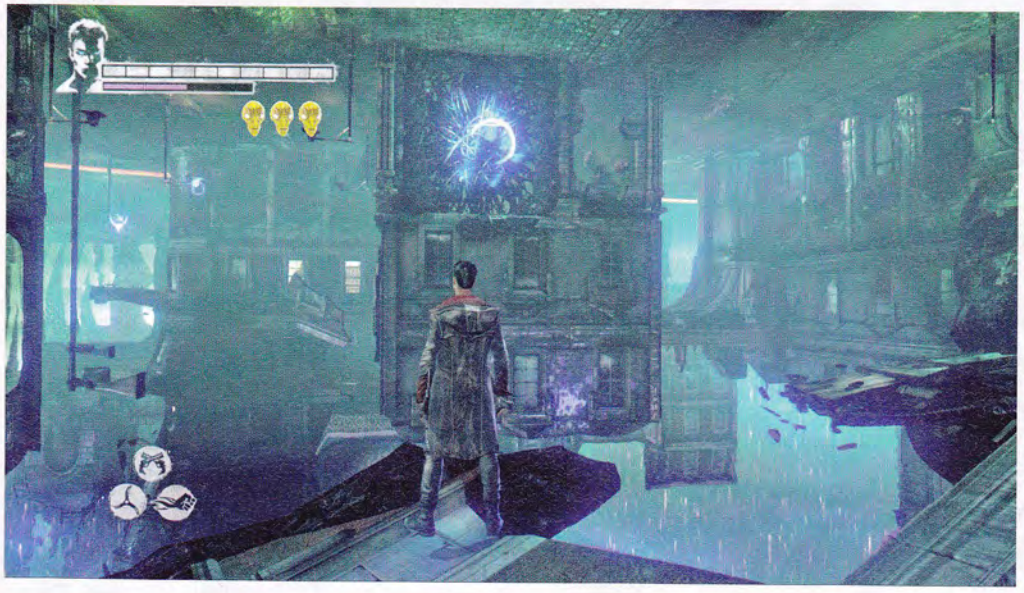


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Hidden Items
(Keys, Secret Missions, Lost Souls)

Keys

Keys are hidden in each level and come in four colors: Copper, Argent, Gold, and Ivory. Each Key can be used once to unlock a secret mission door of the same color, after which they promptly disintegrate. Keys are generally hidden in out-of-the-way areas or behind Eryx Crystals, vines, doors, and other obstacles.



Secret Missions

Secret missions are short skill challenges that test Dante's proficiency with his abilities and weapons. The rewards are substantial: Health Cross Fragments and Devil Trigger Cross Fragments, which increase Dante's maximum health and Devil Trigger ability. Doors leading to secret missions are scattered throughout the campaign missions, some in plain sight and some hidden.

Lost Souls

Lost Souls are hidden throughout the campaign missions. They are identified by the red soul attempting to pull itself from a patch of bubbling black tar. They reward Dante with Red Orbs when he frees them by hitting them with a melee weapon. Lost Souls make a distinctive moaning noise when Dante is near, so keep an ear open for their cries!



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Achievements/Trophies

If you're a completionist, it's useful to know what to do for a perfect score. This list tells you how to unlock all of the achievements or trophies in *DmC*.

TIME TO GO TO WORK GUYS 10 G BRONZE
Purchase an upgrade at the store. Any will do!

COME ON PUPPY. LET'S GO! 20 G BRONZE
Defeat the boss at the end of mission 01.

THING DRIVES ME CRAZY 10 G BRONZE
Acquire Osiris during your first run through the story.

ONLY KIND OF GIFT WORTH GIVING 10 G BRONZE
Acquire the Angel Boost ability as part of the story.

FLOCK OFF, FEATHER-FACE 20 G BRONZE
Defeat a Tyrant.

IT'S GOT TO STAY IN THE FAMILY 10 G BRONZE
Acquire Arbiter during your first run through the story.

THIS BABY SURE CAN PACK A PUNCH 20 G BRONZE
Acquire Eryx during your first run through the story.

HE'S A DEMON TOO 10 G BRONZE
Help Phineas regain his eye, as part of the story.

YOU ARE NOT A HUMAN, ARE YOU? 10 G BRONZE
Acquire the Devil Trigger ability.

NO TALKING! 20 G BRONZE
Acquire Aquila as part of the story.

MORE THAN JUST A FEW SPARKS 10 G BRONZE
Acquire Revenant during your story run.

WHATEVER, LADY 20 G BRONZE
Defeat the owner of the nightclub.

YOU'RE NOT GOING TO SHOOT ME 10 G BRONZE
Acquire Kablooey as part of the story.

IT'S TIME TO FINISH THIS 10 G BRONZE
Complete the mission: Demon's Den.

CLEANING UP HIS DAD'S MESS 20 G BRONZE
Finish mission 19.

THE END? DON'T BET ON IT 40 G SILVER
Finish mission 20.

LOOKS LIKE IT'S YOUR LUCKY DAY 10 G BRONZE
Complete a level without taking any damage. Mission 03 is the easiest to do this in the early game. Mission 15 is even easier. Both of them have very few fights.

EVERY HERO HAS A WEAKNESS 10 G BRONZE
Complete the Furnace of Souls, avoiding any damage from the Furnace. Take it slow, time the jumps, and stay away from the edges of platforms in combat to get this. Play the mission on the easiest difficulty available so you can focus entirely on beating the level for the achievement.

IT'S ONLY THE RAIN 10 G BRONZE
Kill 10 demons by pushing them into the Hurricane ride during the first mission (Found). Use Hightime to knock them into the ride as it spins. It's not hard to get this on your first couple of times through the mission.

A MAN WITH GUTS AND HONOR 10 G BRONZE
Complete the timed portion of Secret Ingredient (mission 06) while killing all enemies. If you have any trouble, do this on Heaven and Hell or Human difficulty to make the achievement even easier to grab.

NOW MY COAT'S ALL CHARRED 10 G BRONZE
Navigate the sky bridge in mission 16 without hitting any lasers. Make sure to proceed slowly and start your jumps before the lasers fade, so Dante can Angel Boost through them with time to spare. Watch your head on the later lasers. Don't jump too high!

WHERE DOES THE TIME GO? 10 G BRONZE
Complete a level in 2 minutes or less. A speed run of mission 15 (The Trade) clocks in at less than 2 minutes. A second playthrough of mission 3 (Bloodline) is also a good choice, as Dante can skip everything and go directly to the finish after the initial fight.

FOR TONY REDGRAVE 10 G BRONZE
Kill 50 enemies using nothing but firearms. This is most easily accomplished in Heaven or Hell difficulty, as enemies die in one hit. Ebony and Ivory can clear a room of light enemies in a heartbeat!

IN THE NAME OF MY FATHER 10 G BRONZE
Kill 100 enemies using nothing but Demonic weapons. Arbiter is your mass-killing friend.

YOU'LL NEVER HAVE HER FIRE 10 G BRONZE
Kill 100 enemies using nothing but Angelic weapons. Use Osiris against groups of Stygians. You'll get this in no time.

IMPRESSIVE 10 G BRONZE
Kill 100 demons.

BRING IT ON! 20 G BRONZE
Slay 1,000 demons.

LOOKS LIKE WE HAVE A WINNER 30 G SILVER
Slay 5,000 demons. Heaven or Hell mode is ideal for this, but playing the game normally through the various difficulties will get you the award without any extra effort or kill farming.

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SENSATIONAL! 10 G BRONZE
Gain a SSS rank during combat. Remember to switch attacks frequently to make this easier. Large battles give you the best chance to pull it off!

IT'S SHOWTIME. COME ON! 20 G BRONZE
Earn 1,500 Style bonuses. This happens fairly early in your playthroughs, just by fighting normally.

THIS IS MY KIND OF RAIN 10 G BRONZE
Spend 10,000 Red Orbs.

ABSOLUTELY CRAZY ABOUT IT 20 G BRONZE
Spend 50,000 Red Orbs.

LET'S ROCK, BABY! 10 G BRONZE
Upgrade Dante's health to maximum. We suggest that you spend all available Red Orbs on this goal as early as possible. It makes life much easier.

YOU CAN'T HANDLE IT 10 G BRONZE
Upgrade Dante's Devil Trigger to maximum. This should be your alternate use for Red Orbs. Get these upgrades when they're cheap, and max it out just after you finish with permanent health purchases.

POWER...GIVE ME MORE POWER! 20 G SILVER
Purchase all of Dante's combat upgrades. It's all a matter of time. Playing for high scores and Style make this faster, but everyone can unlock it eventually.

DUDE, THE SHOW'S OVER! 10 G BRONZE
Find all Keys (21 total). Our Walkthrough of the game tells you where to look for them, and the Appendix lists all of their positions as well!

LET'S WELCOME CHAOS! 10 G BRONZE
Open all Secret Doors (21 total). Check the Walkthrough and Appendix for these too.

AND YOU ARE SET FREE 10 G BRONZE
Free half of the 80 Lost Souls.

FILL YOUR DARK SOUL WITH LIGHT 20 G SILVER
Free all 80 Lost Souls. If you're missing any, go to the Appendix and find out what's left to grab.

KEEPS GETTING BETTER AND BETTER 40 G SILVER
Gain a 100% completion rank on all missions (difficulty does not matter, but this must be in the same save file). It's wise to do this as early as possible. All of your future runs will have the best point totals possible because of it.

STYLISH! 10 G BRONZE
Complete a mission with a SSS rank. Mission 03 is the easiest one from the early game.

TOO EASY! 40 G SILVER
Complete all missions on the Son of Sparda difficulty.

DEVILS NEVER CRY 100 G GOLD
Complete all missions on the Dante Must Die! difficulty. Very cool!

THIS IS WHAT I LIVE FOR! 10 G BRONZE
Complete all missions on the Heaven or Hell difficulty. Ranged attacks are your friend in these missions.

AND WELCOME TO HELL! 100 G GOLD
Complete all missions on Hell and Hell difficulty. Evade early and often.

JACKPOT! 80 G GOLD
Complete all missions on Nephilim difficulty with a SSS rank. Make sure that you have SSS on completion first (on each), and then work on speed runs to get the timing and general combat techniques down.

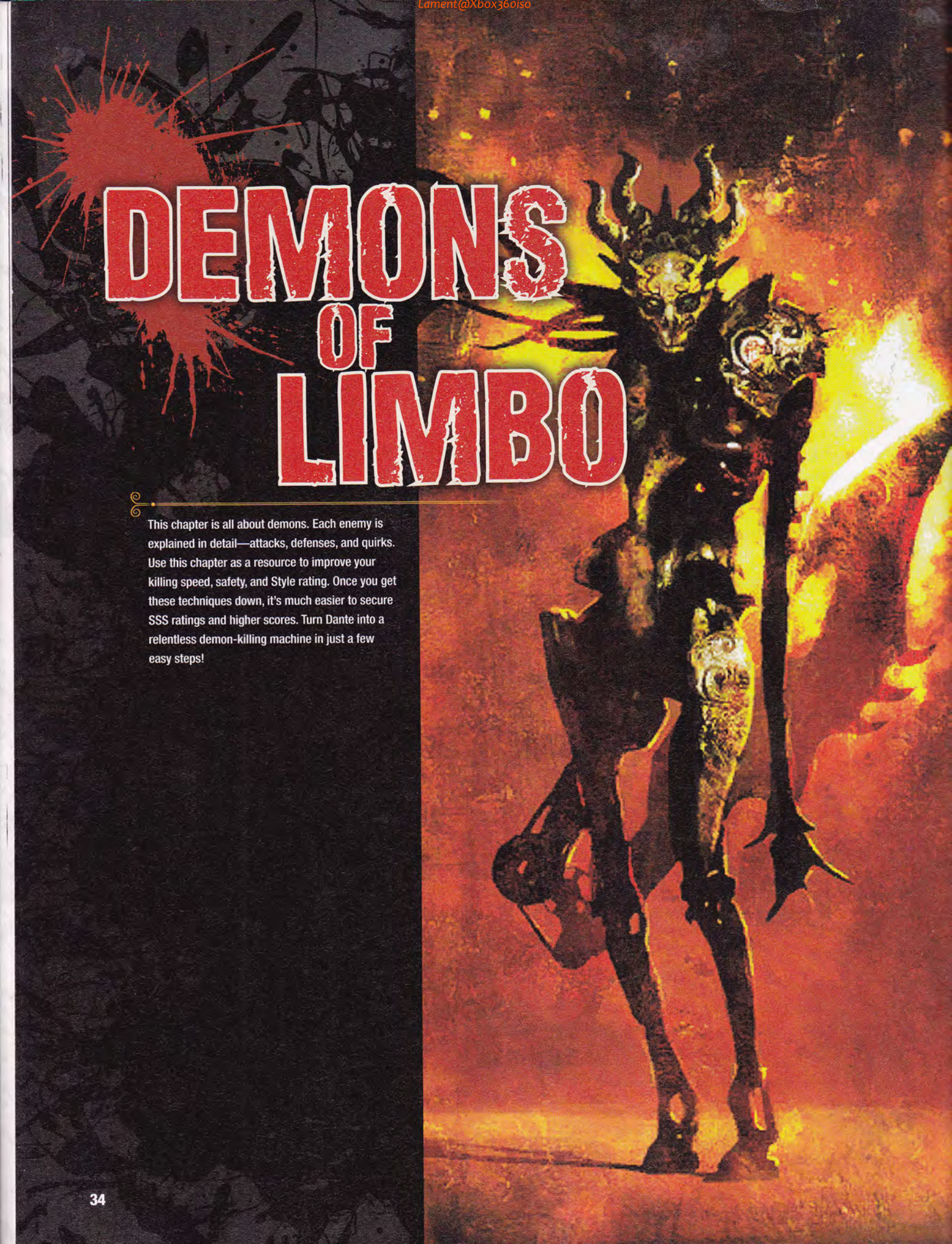
THIS PARTY'S JUST GETTING CRAZY! 20 G BRONZE
Complete 10 secret missions.

ONE HELL OF A PARTY! 50 G SILVER
Complete all of the secret missions.

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DEMONS OF LIMBO

This chapter is all about demons. Each enemy is explained in detail—attacks, defenses, and quirks. Use this chapter as a resource to improve your killing speed, safety, and Style rating. Once you get these techniques down, it's much easier to secure SSS ratings and higher scores. Turn Dante into a relentless demon-killing machine in just a few easy steps!



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Bathos

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Very low	Flight	Everything

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Grenade, flight, may have light shield
Higher Difficulty Changes	Faster grenade use



Telltale Signs and Behavior of the Bathos

The Bathos is recognizable in two ways. The first is that it looks like a cherub, and the second is the fiery grenade it carries in its pudgy fist.

Bathos prefer to fly above combat with a partner or two and rain grenades down on Dante. Anything else caught in the explosion is not of particular care to this flying demon! Their grenades damage everything, friend and foe alike.

Shields

Bathos and Pathos can spawn equipped with a light shield. These items deflect ranged weaponry and melee attacks. This shield is not robust and will break under concentrated attacks from a melee weapon. You can also use Demon Pull on the shield, leaving the Bathos exposed.

Attacks of the Bathos

Grenades stick to the ground, marking a blast zone. The blast extends upward several feet, so trying to escape through jumping alone is not advised. Run in any direction, Angel Lift toward a distant foe, or use Evade to get to safety.

How to Fight a Bathos

If the Bathos has a shield, your first priority is to remove it. Demon Pull is the absolute best way, as one use strips the shield completely for a little while. These shields break much more easily than the heavy shield of a demonic Knight.

The easiest way to end the annoyance of a Bathos is to deal with the shield and then Angel Lift (or Demon Pull) to get it in range of melee attacks. The Bathos' lack of health makes it extremely vulnerable to close combat maneuvers. Angel Lift is particularly useful, since it lets Dante stay on the move from Bathos to Bathos, flying above any demons on the ground.

A more advanced tactic is to use the grenades as yet another weapon against the demons. Parry them back toward the Bathos or use Demon Pull or Aquila's Buy In ability to create clumps of enemies in the blast zone. Leave them to stare at the ticking bomb and engage the Bathos directly with an Angel Lift!



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Pathos

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Very low	Flight, ranged attack, may have light shield	Everything

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Single-shot crossbow, flight
Higher Difficulty Changes	Multiple crossbow shots

Telltale Signs and Behavior of the Pathos



Sporting a similar (if slightly less cracked) porcelain cherub look as the Bathos, the Pathos can be distinguished mainly by the large crossbow it carries. Hovering above the fray, the Pathos lines up its shot and waits for an opportune moment.

Shields

Pathos and Bathos can spawn equipped with a light shield that can deflect ranged weaponry and melee attacks. This shield is not robust and will break under concentrated attack from a melee weapon. It can also be Demon Pulled away.

Attacks of the Pathos

The attack of a Pathos is heralded by flickering pulses of light from its crossbow. After the pulses lock on, the Pathos takes its shot. The number of shots is determined by the difficulty. You face one on normal modes, two shots at the Son of Sparda tier (including Heaven or Hell), and then three shots in Dante Must Die!

The bolts can be evaded or parried right back at the demonic little imp. Their main threat lies in their ability to disrupt a combo with a shot, or in forcing Dante to divert focus from stronger enemies to deal with the Pathos' harassment.

How to Fight a Pathos

If the Pathos has a shield, your first priority is to remove it. Demon Pull is the best way, as one use knocks aside the shield. After getting any shields out of the way, Angel Lift to the Pathos to cut it down with any midair combo, or Demon Pull it down to the ground and chop it in half. Any weapon will work, but fast attacks from Rebellion get the job done almost instantly without exposing Dante to nearby enemies for more than a moment. A well-placed shot with Revenant or Kablooey can also cause serious pain. No matter the technique, put the Pathos down before it gets a chance to fire.

You might be surprised to hear this, but Pathos are one of the meanest enemies on Heaven or Hell (and Hell and Hell) difficulty modes. Target them as soon as possible, because their attacks are hard to avoid in the middle of battle. Getting nicked isn't that big of a deal in other modes, but when you only have one point of health things take on greater significance. Knock those fliers out of the sky, ASAP!



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Lesser Stygian

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Low	Few	Area attacks, air juggling, everything

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Strike that hits directly in front of them
Higher Difficulty Changes	Front strike, parry

Telltale Signs and Behavior of the Lesser Stygian

Lesser Stygians can be recognized by their yellow coloration, scrawny build, spiked club arms, and scabrous plating. Lesser Stygians erupt from the ground in packs and quickly attempt to surround Dante. They typically attack one at a time. Perhaps because they recognize that they are minions and like to adhere to the traditional methods of disposable thugs when fighting a protagonist.

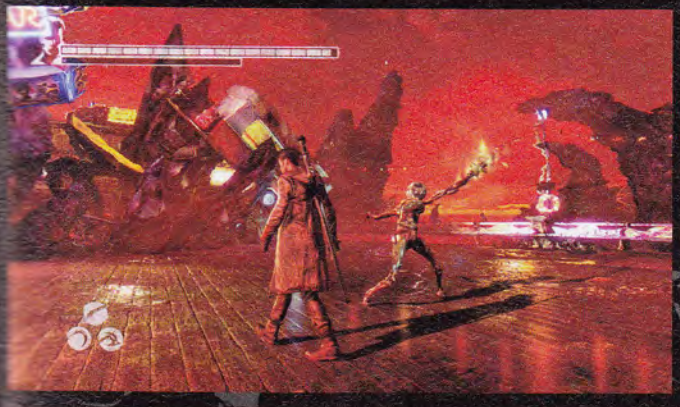
Lesser Stygians generally act as support for nastier demons. They rely on numbers and Dante being preoccupied with greater threats to land a hit. Use care and stay on the move to avoid losing a perfectly executed combo to the club of a Lesser Stygian!



Attacks of the Lesser Stygian

The main attack to watch for is when the Lesser Stygian rears back and brings its club overhead for a smashing blow. This attack hits directly in front of the Lesser Stygian. The Lesser Stygian brings its club up, holds the weapon for a second and shrieks, then flashes and brings it down. This deceptively long wind-up time can occasionally pay off for the demon in the form of a mistimed dodge or allowing another member of its attack party to get into position for a strike.

On higher difficulties, the Lesser Stygian will begin to parry Dante's attacks. Although they have trouble parrying the crushing power of the Demonic weapon Arbiter. Rear attacks, or those made when Lesser Stygians are preparing to strike, will always find their mark. Use that to your advantage!



How to Fight a Lesser Stygian

Because they lack any special immunities, defenses, or armor, Lesser Stygians can be attacked using any weapon in Dante's arsenal. They are ideal for building up combo points, as they have difficulty landing a hit in any one-on-one confrontation and are extremely susceptible to being stunned, juggled, and knocked away. Lesser Stygians are particularly vulnerable in the air because they cannot counterattack or break away. They are ideal for charging Osiris, due to their pack tactics. A combo with a fully charged Osiris in their midst can reap massive point rewards.

Successful hits against Lesser Stygians disrupt their attacks. To keep Dante safe, attack these enemies aggressively while watching for danger from all sides. Keep hitting any of the demons that try to attack, and maintain that pressure to slaughter the group without having to evade constantly.

Be slightly wary of using high commitment attacks, such as Trillion Stabs or Arbiter, as another Lesser Stygian (or any demon) might try and backstab Dante while he is unable to quickly evade. However, their utter and complete defeat is a far more likely scenario!



For an especially effective combo, use Aquila's Buy In to gather a full group of Lesser Stygians and immediately switch to Osiris for heavy melee attacks. Damage, damage, DAMAGE! This mix-up is flashy too, so it's fun to show off.

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Stygian

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Low	Pack tactics, sweeping attacks	Stun attacks and aerial combat

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Sweeping strike, straight strike, parry
Higher Difficulty Changes	Better defense

Telltale Signs and Behavior of the Stygian



The most visually distinct features of the Stygian are their white coloration, black tendrils erupting from patchy plating, and the enormous straight razors that they wield. In combat, Stygians use pack tactics and attempt to engage Dante from multiple angles. Any one-on-one fight with a Stygian is heavily in Dante's favor, so Stygians engage in groups of three or four, preferably with a heavier demon as backup. Whereas Lesser Stygians function as irritants and distractions, Stygians are skirmishers who keep the pressure on Dante.

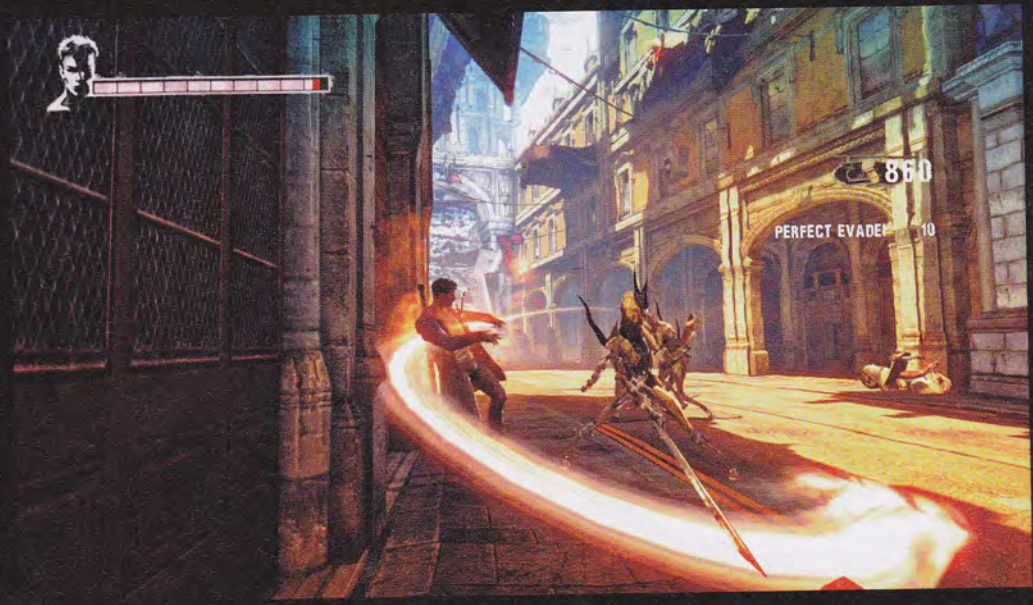
Attacks of the Stygian

The two main attacks of the Stygian are an overhand blow that strikes directly in front of them and a sweeping blow with a wide arc in front of them. The overhand blow is markedly faster than that of the Lesser Stygian, and the sweeping strike of their razor can be brutal in a pitched battle. Either of their attacks can be parried or evaded. Stygians, particularly as the difficulty level increases, will parry Dante's melee attacks. Although Demonic weapons power through their defenses.

How to Fight a Stygian

The key to defeating a pack of Stygians is mobility. Demon Pull, launch, and Angel Lift to single one out of the pack, and then demolish it in the air or with concentrated strikes. Area attacks with Angelic weapons are also extremely effective. However, they leave Dante vulnerable to shielded enemies that tend to accompany Stygians into battle. Stygian attacks are always heralded by a sparkle at the tip of the razor, so break away or evade if you can't interrupt the enemy in time.

A risky tactic is to let Stygians attack and use that as a way to increase your damage. The predictable nature of their attacks can be used in conjunction with Demon Evade to grant a damage buff. When Dante is powered by a successful Demon Evade, everything in the battle falls very, very quickly to Arbiter. Watch the points roll in!



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Elite Stygian

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
High	Pack tactics, long reach	Aerial combat

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Overhand smash, wide blade sweep, linear fire wave, parry
Higher Difficulty Changes	Parry increased

Telltale Signs and Behavior of the Elite Stygian



As the name implies, Elite Stygians are the high-ranking foot soldiers in the demon army. A tall, lanky demon covered in a shell of blue-green armor, wearing a horned helmet and bearing a jagged blade, Elite Stygians are a distinctive presence on the battlefield. They fight as a team, seamlessly moving from providing support to stronger demons to engaging as a cohesive pack, surrounding Dante and engaging from all sides.

A solitary Elite Stygian is no match for Dante's mobility. Fortunately (for them), they never fight alone.

Attacks of the Elite Stygian



The Elite Stygian has the forward strike and wide sweep favored by its brethren as well as the ability to generate a wave of fire that travels along the ground in a line. They have a good sense of distance and use the wide sweep and forward strike at close range. They use the fire wave when out of reach of Dante's blade. Furthermore, the length of their arms and the jagged blade gives their sweep a greater range than that of other Stygians. They will also parry Dante's strikes, especially as the difficulty increases, interrupting seamless combos and breaking momentum.

The typical attack pattern of Elite Stygians is to surround Dante and move in and out of range, alternating attacks and attempting to blindside Dante with arcing sweeps. If a stronger demon is around, such as a Tyrant or Butcher, Elite Stygians are especially dangerous, as their constant harrying will make it difficult for Dante to focus on the greater threat.

How to Fight an Elite Stygian

Dante is much more maneuverable than Elite Stygians. Evasion, jumping, Angel Lift, and Demon Pull grant Dante an unparalleled ability to reposition himself and foes. Use these to keep any Elite Stygians on the move. Dante is at his most vulnerable when surrounded by a ring of enemies, so use every trick to ensure that they cannot surround him.

Aerial combat also works extremely well against Elite Stygians, but their parry ability can complicate matters. If they parry the launcher, Dante is left vulnerable to reprisal strikes. Use Demon Pull to knock one off balance, and then launch and lay into it. Aquila's Aerial Buy In can be a superb way to gather a group of enemies around Dante for further air combos. Demon Pull can bring additional foes to further the destruction. If the Leap skill has been purchased, aerial combat can be maintained by Demon Pulling and leaping off the enemy, repeating as needed.



On the ground, the power of Demonic weapons is difficult for Elite Stygians to parry. However, the high commitment can leave Dante without the ability to evade in time to escape a strike from behind. Osiris can reap massive point rewards when fully powered, but the light strikes are easier for Elite Stygians to parry. There are always tradeoffs, so mix up attacks and stay on the move. Elite Stygians are tough enough to warrant the full range and diversity of Dante's arsenal.

For a good, solid technique, use Angelic weapons early in the fight. Switch back and forth between Aquila and Osiris. Pull the enemies toward Dante, hit them in large groups, and then evade if too many targets block and it looks like their counterattacks are imminent. Once the herd thins, switch to Demonic weapons for individual killing and very high Style points.

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Death Knight

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Moderate	Heavy shield	Demonic weapons

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Overhand smash, charging thrust, blade sweep, shield
Higher Difficulty Changes	Deflect and counter

Telltale Signs and Behavior of the Death Knight



A golden skeletal warrior that towers over the Stygians and Lesser Stygians that typically accompany it, the Death Knight forms the solid core of a demon attack party. Most demons take the offense and run straight into battle with no regard for safety. The Death Knight takes the opposite approach, sticking behind the cover of its heavy shield. The Death Knight waits for the moment when the tables can be turned.

Attacks of the Death Knight

The Death Knight has the same basic attacks as a Stygian, such as the forward strike and sweeping blow, but adds a new wrinkle in the form of a lunging thrust that can cover a lot of distance. The Death Knight has a long reach and can attack with melee strikes at greater range than Dante. It uses this to good effect with a sweeping blow and lunge, both of which can seemingly come out of nowhere when Dante is occupied with fighting other foes.

Watch for the golden glow that precedes almost every Death Knight attack. This tell makes it much easier to know when to evade!

While the shield is up and the demon is in a defensive posture, it can block melee attacks and rapidly counterattack while Dante is off balance. This counterattack can be evaded, but it is difficult. On higher difficulty levels, the Knights' dodges and counters are faster and more impressive. If you botch any attacks, Demon Evade to get out of the way as soon as possible.

Heavy Shield

The Death Knight's heavy shield can be destroyed with weapon strikes, particularly those from Demonic weapons. The destruction of its shield will stun the Death Knight for a few seconds. You can also knock the shield aside with Demon Pull. Using a Demon Pull will momentarily stagger the shield bearer, granting a brief opportunity to strike. Another trick is to roll behind the Death Knight before attacking. This gets you around the shield.

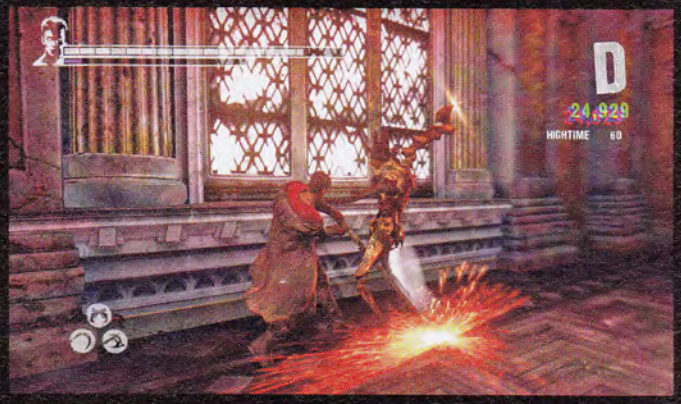
Death Knights lower their shields briefly before attacking. This is also a good time to beat on them!

How to Fight a Death Knight

The entire strategy against a Death Knight revolves around getting rid of the shield. Demon Pull can wrench the Death Knight out of its defensive posture long enough for you to strike. A more permanent (and satisfying) solution is to shatter the shield with Eryx or Arbiter. Once the shield is down, the enemy won't last long against a focused offense.

Death Knight strikes should not be underestimated, but they can all be evaded. A determined attack with Demonic weapons will put a Death Knight on the defensive and stagger it back. When its shield breaks under the punishment, continue the assault to put the Death Knight in the ground.

For even more fun, launch any exposed Death Knight into the air. They can't defend themselves properly during aerial combat, so Dante gets to have a field day before letting the Death Knight make it back to terra firma.



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Frost Knight

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
Moderate	Shield, demonic immunity	Angelic weapons

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Overhand smash, charging thrust, blade sweep, linear ice attack
Higher Difficulty Changes	Deflect and counterattack

Telltale Signs and Behavior of the Frost Knight



The Frost Knight claws its way out of the ground, glaring balefully at Dante with its frozen visage. As its fellow demons move to surround Dante, it readies its icy blue shield and blade. With patience and malice, it renders all who would defy Mundus helpless in crushing prisons of ice. Beware the Frost Knight.

Attacks of the Frost Knight

The Frost Knight shares the basic attacks of the other Knights. It has a forward strike, a sweeping blow, and a lunge that takes full advantage of its long reach. While it has a shield, it will counterattack blows with a swift strike that is difficult to evade. If given the opportunity, it will attempt to break off from close combat and unleash an ice attack that travels along the ground, imprisoning and harming the first thing it hits. It does not have any regard for the safety of fellow demons, and the ice attack can easily harm them and render them helpless for a short time. Other Frost Knights are not immune to this attack either.

Frost Knights rarely appear alone, and they are often found in conjunction with Hell Knights. Should this happen, be aware that the fiery ground attack of the Hell Knight can be completely disregarded if Dante is in Demon mode. However, the icy wave of the Frost Knight will still hit Dante even in Angel mode.

Demonic Immunity

Frost Knights are completely immune to ranged, Demonic, and regular melee weaponry at all times. They can only be harmed with Angelic weapons. The exception to this is during Devil Trigger, when attacks from any weapon can harm all foes.

Heavy Shield

The shield of a Frost Knight shares the same protections as its bearer in that it is invulnerable to all attacks except those made by Angelic weapons. Ranged attacks have no effect. Regular and Demonic melee attacks will cause Dante to stagger and stop when his weapon bounces off. Because of the immunity to Demonic weapons, Demon Pull has no effect on the Frost Knight. This also makes it much more difficult to destroy the shield of a Frost Knight compared with that of a Hell or Death Knight. The breaking power of Demonic weaponry is utterly useless against it. Destruction of the Frost Knight's heavy shield will stun the bearer for a few seconds.



How to Fight a Frost Knight

Frost Knights are in it for the long game. Their shields cannot be easily crushed, they cannot be Demon Pulled off balance, and they are quick to block incoming attacks. While Angelic weapons have many sterling qualities, pure destructive power is not really their specialty.

When Frost Knights appear in groups, leave them for last. They're slow to kill, but their ranged attack is not much of a threat. Stay away from the Frost Knight and let their frost wave freeze other demons instead of Dante. You can evade, run to the side, or do just about anything to stay safe.

Osiris is a superior weapon for killing Frost Knights. Stay mobile, using sweeping attacks to hit the Frost Knight in question while beating away any demonic foes that get too close. For added cruelty, launch the Frost Knight as soon as the shield fails and keep hitting the Frost Knight in the air. Switch to Aquila briefly, use Round Trip to keep the enemy out of commission, and conclude with aerial attacks for a solid finish.



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Hell Knight

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Moderate	Shield, angelic immunity	Demonic weapons

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Overhand smash, charging thrust, blade sweep, ground hazard
Higher Difficulty Changes	Counterattack

Telltale Signs and Behavior of the Hell Knight



Erupting from the ground in smoke and fire, the Hell Knight leads its fellow demons in the attack, keeping the pressure on Dante. The fiery aura around the Hell Knight renders it immune to all but Demonic weapons, and its red shield shrugs off normal and Angelic attacks with ease. Hell Knights rarely appear by themselves and can often be found in the company of Frost Knights and Stygians (of all types). More aggressive than the Death Knight, Hell Knights will go on the offensive with quick strikes before moving their shields back into position.

Attacks of the Hell Knight

Hell Knights have the same basic attacks as Death Knights, such as the forward strike, sweeping blow, and lunging strike. While the shield is up in a defensive posture, the Hell Knight will actively counter Dante's attacks with a quick riposte. The counter can be evaded, but it comes in fast.

The Hell Knight will also kneel down and set the floor on fire, which can cause considerable pain and suffering. This ground attack is centered around the Hell Knight, and the effects linger for a few seconds. If unprepared, Dante can be considerably inconvenienced by this (and it can disrupt Style point accrual). The ground attack has no effect on other demons or on Dante when he is using Demonic weapons.



Angelic Immunity

Hell Knights are completely immune to ranged, Angelic, and regular melee weaponry at all times. They can only be harmed with Demonic weapons.

Heavy Shield

The shield of a Hell Knight shares the same protections as its bearer, in that it is invulnerable to all attacks except those made by Demonic weapons. Ranged attacks have no effect, and regular and Angelic melee attacks will cause Dante to stagger and stop when his weapon bounces off. Destruction of the Hell Knight's heavy shield will stun the bearer for a few seconds.

How to Fight a Hell Knight

The immunity of a Hell Knight provides a strong incentive for Dante to remain in Demon mode. This is reinforced by the fact that the ground attack of the Hell Knight has no effect on Dante if he is in Demon mode, and it reduces the chances of counterattack. Unless a Frost Knight (which is immune to Demonic weapons) is nearby, staying in Demon mode during the fight has few downsides!

Arbiter causes the Hell Knight's shield to buckle with a few solid hits, and Demon Pull can be used to open a window of attack. A swift, brutal assault is the best way to remove Hell Knights from the field.



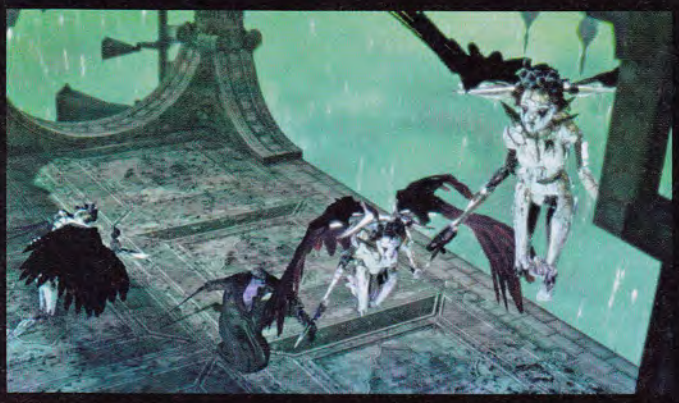
Go on a full assault when Hell Knights attempt their fiery ground attack. Stay in Demon mode and use Arbiter for easy damage during the entire duration of the attack. Hell Knights don't break off to defend themselves, so you can often kill them before they return to the battle.

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Harpy

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
Moderate	Flying, evasion	Everything

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Energy spear
Higher Difficulty Changes	Swoop, explosive burst



Telltale Signs and Behavior of the Harpy

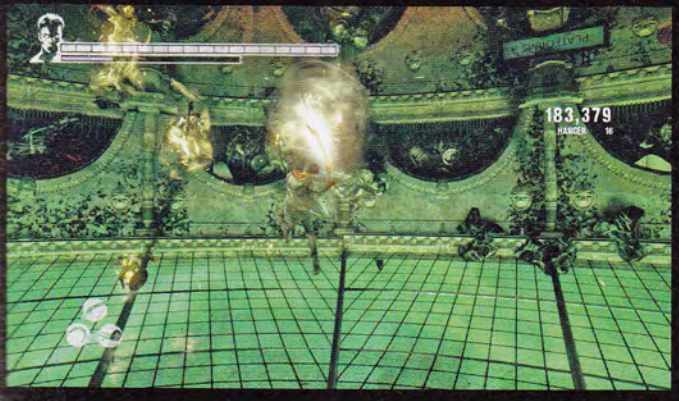
A female demon with tattered wings for arms, Harpies screech about over the battle, raining abuse and attacks. Flitting rapidly back and forth, they avoid the haphazard attempts of their victims to retaliate. Even when brought to the ground with their wings full of holes, they can quickly recover and launch themselves back into the sky to continue the harassment.



Attacks of the Harpy

The primary attack of the Harpy is to project a spear of energy downward in an attempt to impale Dante. They do this quickly, but they cannot resist letting out a screech before releasing the spear.

On higher difficulties, they begin to protect themselves by gathering a storm of energy around themselves before letting it out in an explosive burst that damages anything nearby. They also attempt to swoop down and claw at Dante.



How to Fight a Harpy

Harpies often dodge Demon Pull while aloft. Gunfire tears holes in them, grounding the demons for a short time. A far better approach is to use Angel Lift (which they do not dodge) to take the fight to them. Their moderate health puts them at a severe disadvantage in any close combat situation. Angel Lifting from Harpy to Harpy is a good way to take down an entire flock. Use Rebellion for fast aerial attacks, and Angel Lift evasively if you hear other Harpies preparing ranged attacks against you while working on any individual target.

On higher difficulties, the main attack to watch out for is the energy explosion. When the Harpy gathers power and starts swirling in a whirlwind of air, Angel Lift to a different target. Make absolutely sure to keep Angel Lifting (or use a drop attack to get to the ground quickly) until Dante is clear of the demon. Afterward, Angel Lift right back to the wounded Harpy and finish her off!

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Rage

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
High	Frenzy	Stuns

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Leaping claw, rolling attack, ranged quills
Higher Difficulty Changes	More aggressive

Telltale Signs and Behavior of the Rage



The demonic creature known as a Rage is a four-legged beast with a spiny mane of quills, a slavering maw full of fangs, talons that could cut steel, and eyes of a being utterly lost to fury. While it can display a certain cunning in firing its spines at Dante, the Rage is much more likely to attack in a headlong rush of teeth and claws. If it takes damage or sees other Rages fall to Dante's blades, the Rage can enter a state of heightened fury (frenzy) that makes it even more dangerous.

Attacks of the Rage

Rages rely on speed and power to inflict as much pain as possible. Each of their attacks is extremely damaging and can stagger Dante momentarily. If they frenzy, the uninterruptible nature of their attacks substantially increases their damage output.

Their basic attack is to leap at Dante with a swiping claw, which does high damage and makes Dante take a step back. This can be evaded, but it comes in at speed and is usually followed by a secondary attack. Two Rages working in concert can keep up a barrage of blows that make it very difficult to regain lost footing!



When a Rage does break off combat to prowl around the outskirts of a battle, it is often setting itself up to unleash a fusillade of spines. This is visually distinguished by a cloud of spines rising from the Rage, turning black and beginning to track Dante. The quills are then released in a tight cloud, which can adjust course slightly to track Dante. Evasion to the side works much better than back, as there is still a chance that the quills will follow a rear evasion and connect. If the Rage is hit at any point before the quills are released, the spines crumble, and the attack fails.

If the Rage lets out a scream, immediately find it and get ready to evade. The cry of a Rage is the herald of a spinning cannonball attack, where the Rage balls itself up and barrels toward Dante at high speed. You see this when Rages enter frenzy. Their rabid charge is very damaging and can be difficult to evade if Dante is not prepared!

Frenzy

The frenzied state renders immunity to all of Dante's control abilities, such as knockback, air launching, stuns, Demon Pulls, or Angel Lifts. In addition, while frenzied, the attacks of the demon cannot be interrupted. Frenzied demons burn with golden fire to indicate their status.

Rages can be knocked out of a frenzied state, but it takes four shots of Kablooey detonated all at once. You won't usually have that type of time to invest, but it's a useful trick to know about.

How to Fight a Rage

Any fight with a Rage is going to be up close and personal. An attempt to engage at a distance is going to allow the Rage to prepare its most devastating attacks, whereas a close fight matches its claws against Dante's weapon of choice (Eryx, preferably).

Rages are not easy prey, but a savage assault forces them to use moves that are easiest to evade. Like many demons, they are weak in the air. Launch them and keep the pressure on, but be ready to evade in a heartbeat if other demons prepare attacks against Dante while he's busy with the Rage.

Combos with Eryx keep Rages off balance, making it hard for them to start their own combos. A few ground hits followed by a launch give you the most damage potential without any risk or trouble. Use Rebellion or Arbiter while in the air for variety (and extra Style points) and then launch the poor Rage again just as soon as it hits the ground.

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Ravager

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Moderate	Frenzy, variable attacks	Aerial combat

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Charging attack, chainsaw swipe, double attack
Higher Difficulty Changes	Dual diagonal attacks followed by a forward slam

Telltale Signs and Behavior of the Ravager

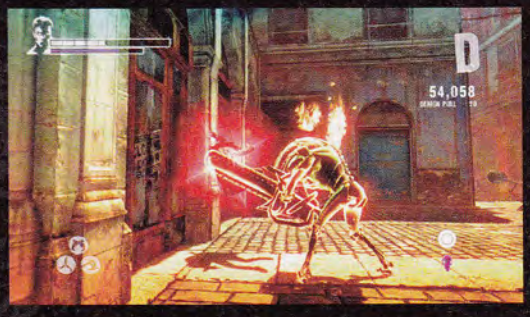


The Ravager can be identified three distinct ways. The primary identifier of the Ravager demon is the giant saw-toothed chainsaw that they carry. The second herald is the sound of the weapon revving up. Third would be the way they turn gold before attempting to introduce Dante's anatomy to the saw blade.

Attacks of the Ravager

The Ravager has several basic attacks, all of which revolve around lunging at Dante and attempting to dismember him. Each starts with the Ravager becoming frenzied and revving the chainsaw engine. It then lunges and swings the chainsaw diagonally, performs two horizontal attacks, or (on higher difficulties) attacks diagonally twice before slamming the chainsaw down in front of itself. A scream while revving the engine heralds the Ravager's charging attack as it runs straight at Dante with the blade extended.

The charging attack is particularly nasty, as trying to evade backwards will still cause Dante to be hit. Similarly, the final blow of the triple attack can be extremely hazardous as the chainsaw is low to the ground, where it can be stepped on, which will cause Dante to get hit by the attack. Taking to the sky is not always safe, as the chainsaw has enough height that it can catch Dante during a normal jump.



All of these attacks, if they hit, stun Dante for a moment while the saw bites in. This can stop a combo or allow other enemies to get into position, as well as the obvious physical disadvantages inherent in being carved with an unsanitary tool wielded by a berserker.

Frenzy

The frenzied state renders a demon immune to all of Dante's control abilities, such as knockback, air launching, stuns, Demon Pulls, or Angel Lifts. In addition, while frenzied, the attacks of the demon cannot be interrupted. Frenzied demons burn with golden fire to indicate their status.

Ravagers can be knocked out of a frenzied state, but it takes four shots of Kablooey detonated all at once.

How to Fight a Ravager

Ravagers are helpless in the air, so if they are in their baseline state, either launch them and attack or Demon Pull them while Dante is leaping about. If the Ravager is frenzied, either evade and make harrying attacks at its flanks or disengage and attack other targets until the Ravager calms down. Because the chainsaw traps Dante until the attack concludes, situational awareness is an absolute priority when the Ravager starts swinging.

Attacks that require high commitment, such as lunging attacks and Arbiter in general, must be carefully considered and practiced. They are powerful tools in covering the ground to a Ravager quickly or pummeling it while it is frenzied, but few things are as demoralizing as lunging across the battlefield directly into the spinning teeth of the Ravager's blade.

Despite their damage output and potential for stopping a good combo in its tracks, Ravagers don't have any special defensive abilities when they aren't frenzied. A strong offense and quick evasion can eliminate them quickly, allowing Dante to focus on other foes.



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Rage Spawn

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
Very low	None	Everything

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Claw attack
Higher Difficulty Changes	More aggressive

Telltale Signs and Behavior of the Rage Spawn

The rat-like Rage Spawn are much less intimidating than their ferocious parents. Their glowing eyes and scrawny bodies only hint at their potential in adulthood.



Attacks of the Rage Spawn

Rage Spawn attack in a large pack, trusting in numbers to let them land a hit in before they get eradicated. They have to get in close to attack, where they attempt to open Dante with their razor claws.

How to Fight a Rage Spawn

Revenant, Osiris, or Aquila clear the room of Rage Spawn in only a few moments. They don't have the health for any sort of protracted fight, but there are usually enough of them to warrant the use of a sweeping weapon.

Never use single-target weaponry against a horde of these critters. The ones on Dante's flanks and rear interrupt his routine quite easily, and that's hell on your Style rating. The standard Buy In (with Aquila) and ground attack combos (with Osiris) make short work of these groups.

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Blood Rage

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
High	Frenzy, angelic weapon immunity, high damage	Demonic weaponry

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Leaping claw, rolling attack, ranged quills
Higher Difficulty Changes	More aggressive

Telltale Signs and Behavior of the Blood Rage



To see a Blood Rage is to witness a creature that is completely and utterly dedicated to battle. They glow red with hate and seek only Dante's painful death. Their powerful blows, speed, and ability to ignore all but Demonic weapons make these savage creatures a terrifying foe.

Visually, the Blood Rage is an unholy hybrid of cat and hyena, with the teeth and claws of a threshing machine. When on the offensive, it turns a translucent red, which makes it very easy to pick out in the fray.

Angelic Immunity

Blood Rages are completely immune to ranged, Angelic, and regular melee weaponry at all times. They can only be harmed with Demonic weapons. Note that Devil Trigger breaks demons' immunities, so all weapons are able to do damage while Devil Trigger is active.

Attacks of the Blood Rage

Blood Rages prefer to stay up close and personal. They rarely break off the fight. When they do, it is to use their spin attack and launch themselves back into combat. Their lunging claw attack is fast, powerful, and staggers Dante.



Because many Rage attacks are double swipes at close range, you have to evade and then evade again if you want to save your skin. Be ready for this simple combo!

The spinning charge attack is absolutely devastating if it hits, comes in very fast, and can hit if Dante tries to evade to the rear. It is also high enough that jumping does not have enough height to clear the danger zone. A side evasion is the only marginally safe route, and even that must be timed well.

Frenzy

The frenzied state renders a demon immune to all of Dante's control abilities, such as knockback, air launching, stuns, Demon Pulls, or Angel Lifts. In addition, while frenzied, the attacks of the demon cannot be interrupted. Frenzied Blood Rages burn with crimson fire to indicate their status.

How to Fight a Blood Rage

Despite their savagery, Blood Rages are vulnerable in the air. A launch with Eryx or Arbiter sends them flying. Although Demonic weapons are not ideal for aerial attacks, they can get in several powerful hits before slamming the Blood Rage to the ground.

On the ground, Eryx is an ideal weapon to combat Blood Rages, since the speed of an Eryx combo is just enough to keep them staggered. Keep pummeling them until they go down. If they frenzy, get clear and evade the inevitable spin charge and then continue to go to work on them until they fall.

When Blood Rages spawn with a variety of compatriots, make sure to prioritize the Blood Rage over most other targets (Witches being an exception) because these enemies attack mercilessly when they are given free rein.



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Ghost Rage

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
High	Frenzy, demonic immunity, high damage	Angelic weaponry

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Leaping claw, rolling attack, ranged quills
Higher Difficulty Changes	More aggressive

Telltale Signs and Behavior of the Ghost Rage



The burning blue Ghost Rage is a book that can be judged by its cover. With the milky gaze of a corpse, the teeth of a piranha, and fur like a barbed wire fence, the Ghost Rage's exterior perfectly matches the violent interior that wants to shred Dante and eat his gooey bits. It has only one purpose and throws itself into battle with glee in attempting to fulfill it. It will stalk its prey briefly, and then dive in and slash in a fury of tooth and claw.

Demonic Immunity

Ghost Rages are completely immune to ranged, Demonic, and regular melee weaponry at all times. They can only be harmed with Angelic weapons.

Attacks of the Ghost Rage

The Ghost Rage has no sense of self-preservation. It's just as willing as the Blood Rage to stick in close to Dante, trusting in its inherent immunity and the potential support of a Witch to survive longer than Dante. Their attack patterns are identical to the Blood Rage, as is their ferocity and desire to rend flesh.

Ghost Rages rarely break off the fight, and when they do it is to use their spin attack and launch themselves back into combat. Their lunging claw attack is fast, powerful, and staggers Dante. They have a nasty habit of coordinating with Blood Rages, so one will hit you, then the next, and then back again.

If the companion Rage is killed, the Ghost Rage will always frenzy and use a spin attack. This attack is absolutely devastating if it hits, comes in very fast, and can hit if Dante tries to evade to the rear. It is also high enough that jumping does not have enough height to clear the danger zone. A side evasion is the only marginally safe route, and even that must be timed well.



Frenzy

The frenzied state renders a demon immune to all of Dante's control abilities, such as knockback, air launching, stuns, Demon Pulls, or Angel Lifts. In addition, while frenzied, the attacks of the demon cannot be interrupted. Frenzied demons burn with golden fire to indicate their status.

How to Fight a Ghost Rage

Ghost Rages should be approached using a two-pronged assault. Aquila's Round Trip locks them down (unless they are frenzied), after which Osiris sends them flying or can carve them to pieces. Aquila's low-damage attacks are not ideal for a creature that will take every opportunity to remove massive chunks of flesh from Dante, but Round Trip is invaluable. Locking down the Ghost Rage allows Dante to focus on other targets while the Ghost Rage takes light damage and stays in place. Osiris' damage output is far greater, so switch to that when it's time to actually kill the Ghost Rage.

Switch back and forth between Aquila's Round Trip and Osiris' damaging combos. This gets you the kill without much risk, time, or difficulty.

Like all Rages, Ghost Rages have no ability to counterattack in the air, so they can be launched and damaged with aerial combos. Osiris is particularly good for this, as the Ghost Rage will get shredded by the spinning scythe, powering its Feed ability. When the Ghost Rage begins to frenzy, prepare to evade the inevitable spinning charge, and then harry it with Osiris until it becomes vulnerable again. If there are two Rages, locking down one with a Round Trip and focusing on the other one can turn a painful affair into a much more manageable fight.



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Tyrant

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
Very high	Armored, high damage, frenzy	Low mobility, Demon Pull

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Running charge, jumping shockwave, backhand
Higher Difficulty Changes	Greater health

Telltale Signs and Behavior of the Tyrant



The Tyrant looks like a colossal armored baby. It is also about as subtle as an infant having a tantrum, but the power in its fists is no joking matter. Tyrants charge into a fight, attempting to leave their foe a smear on the floor. Then they use their fists and shockwaves made from slamming their bodies into the ground to fight in close.

Attacks of the Tyrant

Tyrants tend to start combat with a charge, rapidly covering the distance to Dante and trying to trample him. In close combat, they jump into the air and send out a shockwave upon landing or charging again. If Dante is behind them, they turn around with a powerful backhand. They frenzy when close to death. Ultimately, Tyrants do not attack with style, but if they hit, they hit hard.



Frenzy

The frenzied state renders a demon immune to all of Dante's control abilities, such as knockback, air launching, stuns, Demon Pulls, or Angel Lifts. In addition, while frenzied, the attacks of the demon cannot be interrupted. Frenzied demons burn with golden fire to indicate their status.

How to Fight a Tyrant

Tyrants' charges can be evaded with a simple jump to the side. It's fairly easy to get Demon Evade buffs off of this, and they really help for cutting the Tyrant down afterward.

To avoid the belly flop, double-jump when you see the Tyrant go airborne, and maneuver to the side in the air (so that the Tyrant doesn't hit you in the air). Come down soon afterward and attack the Tyrant before it gets back up.

Tyrant backhand attacks are easy to evade. It's possible to perform an evade through their legs in order to stay behind them.

Tyrants have one glaring weakness: their exposed spines. Their armor plating protects them from frontal and flank attacks, but their exposed back is open to damage. The back can also be Demon Pulled, sending the Tyrant crashing to the floor and opening it to attack while it tries to get back up.

The classic Tyrant kill maneuver is to back up. This pretty much forces the Tyrant to charge. Get a Demon Evade off of that, turn, and Demon Pull the Tyrant as soon as you see the orange circle flare on their back (that means that the Demon Pull is ready). When the Tyrant falls, use that damage buff for a fast kill.



Don't Demon Pull Tyrants without lining up the right angle. Demon Pulling them from the side or at the wrong time simply flips the Tyrant back toward Dante. Oops! That's not useful. Be patient, and get your attacks right from the beginning.

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Butcher

VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Very high	Armored, high damage, combo attacks, ability to target airborne foes, frenzy, explosive death	Low mobility

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Wide blade sweep, vertical blade sweep, horizontal shockwave, combo shockwave
Higher Difficulty Changes	Quad shockwave

Telltale Signs and Behavior of the Butcher



A hulking demon with rotating saws for hands, the Butcher is a commanding presence in a fight. Able to cause massive damage and protected by thick armored plating, this juggernaut is the undeniable expression of the power of the demon army and the will of Mundus. It stomps around the field, careless of the havoc it wreaks among its own forces in its single-minded drive to eradicate Dante.

Their golden armor has but a single weak point, the orb in its belly. The Butcher knows this weakness well and will use devastating close combat strikes when Dante moves in to crack it open.

Butchers become frenzied when they near the end of their lives, getting in as many strikes as possible before dying in a massive explosion. Pull away quickly when the time draws near.

Attacks of the Butcher

At range, the Butcher uses shockwaves generated by the saws to hit Dante and anything else caught in its path. It typically uses two shockwaves in a row, and it will adjust aim for the second one to track Dante if he evades the first. The shockwaves expand as they move, covering a wider area the farther they travel and becoming harder to evade. The Butcher can target Dante with these waves even if he is airborne, making it difficult to find a safe haven. At close melee range, the Butcher can also use either a smashing vertical strike with both saw blades or a spinning horizontal attack that can hit behind it. Hitting the orb weak point will definitely cause the Butcher to retaliate.



As the difficulty increases to Son of Sparda, the Butcher begins to use a quad shockwave, especially at close range. This combo comes fast, and the timing and positioning of the shockwaves make evading extremely difficult. For the best chance to survive, evade the first strike, run to the side while the second attack misses harmlessly, and then evade sideways back and forth during the final two strikes. Trying to use evade for all four attacks is almost always doomed to fail (because Dante delays just a little bit at the end of each dodge, and those delays add up when you have to do a few in a row).

The Butcher frenzies when close to death, as it prepares to detonate. The detonation itself is large and causes extreme damage, but it takes a second to charge. You can hear this happening, and it's easy to see as well. Butchers stop attacking and stiffen. They also vibrate as the energy builds. That's your cue to get away with an Angel Pull or an evasive roll.

How to Fight a Butcher

A fight against a Butcher is going to require nerves of steel and patience. Being too aggressive when attacking the orb weak point will give the Butcher a free attack, or make dodging the shockwaves much tougher. The key is to get in a few hits, preferably with Arbiter, and then switch to faster weapons until the Butcher starts a new attack. When the shockwaves come in, Angel Evade can be used to phase through them, or Dante can Angel Lift toward a demon off to the side.

Attacks that cover a lot of distance, such as Trillion Stabs, can be used to move in close and get hits. However, this can backfire if the Butcher starts a shockwave attack as Dante lunges in. The low mobility of the Butcher can be used to gain a temporary reprieve, but it has a horizontal spinning attack that can hit Dante to the flank and rear of the demon.

Unless you're in deep trouble, do not waste Devil Trigger on Butchers. Although these enemies are extremely powerful, they have so much health that you need to invest way more Devil Trigger than you'd like. You can kill two or three Witches for every Butcher that you murder with Devil Trigger. This means that you benefit more by saving your energy for enemies that are equally as dangerous but lower on health.



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Witch

VITAL STATISTICS		
HEALTH	STRENGTHS	WEAKNESSES
Moderate	Shield bubble, teleportation	Angelic weapons (especially Aquila)

BEHAVIORS	
DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Rock eruption, triple tracking blade, shield bubble, teleportation
Higher Difficulty Changes	Shield explosion

Telltale Signs and Behavior of the Witch

Look into the soulless black shark eyes of the Witch to see the malevolence that their languid grace and fair form strive to conceal. Show no pity, remorse, or hesitation. They certainly won't.



Attacks of the Witch

Witches float serenely above the ground, staying at the periphery of a fight in a bubble of protective energy. They can form this bubble around another demon, but it renders the Witch exposed and vulnerable. The bubble itself is immune to everything except Angelic weapons. Destroying the bubble will momentarily stun the Witch.

Their main attacks are always preceded by an unearthly howling from the Witch as they are charged. The first attack is a set of three fiery energy projections that the Witch forms above her head, which shoot out in quick succession to impale Dante. If impaled by a blade, Dante is momentarily staggered. They are relatively easy to evade. However, the long charging time can lead to Dante evading too early. The blades can also be parried back at the Witch, but parrying the first blade will lead to Dante getting hit by the other two.



The second attack is an eruption of obsidian spikes from the ground beneath Dante. These spikes last a few seconds. If Dante runs into them before they crumble, he takes damage.

On higher difficulty levels, the Witch will intentionally overload her shield, creating an explosion of energy. This renders the Witch exposed and vulnerable to reprisal.

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How to Fight a Witch

Witches are absolute priorities and should be obliterated. Always kill Witches first. They support other demons quite well, and they're a major threat at range. Nothing is as aggravating as when a Witch completely disrupts an attack by protecting a dangerous foe. This is in addition to the tracking attacks that knock Dante around and allow other demons to get easy hits. A single impalement can lead to being hit by two or three other demons, completely taking away the momentum of your attacks.

Aquila's Round Trip wears away at a Witch's shield, and the destruction of the bubble will stun the Witch long enough for Dante to get over and get a few hits in. A lunge attack can be useful in closing the distance, as Witches always try to stay far from the action. Use Arbiter to do as much damage as possible in the brief time available. Once the Witch starts taking damage, it's only a matter of time before they teleport away and reappear with a fresh shield. Keep repeating until the Witch falls. Rejoice briefly, and move on to the next target.



Devil Trigger is an excellent tool for killing Witches. Their somewhat low health can be exhausted quickly during this mode because the Witches can't shield themselves. Two fast aerial combos and they're gone, making your fight much easier without spending more than a few seconds in Devil Trigger. Of all the enemies in the game, Witches and Dreamrunners that appear with additional buddies are your best choices for spending Devil Trigger.

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Dreamrunner

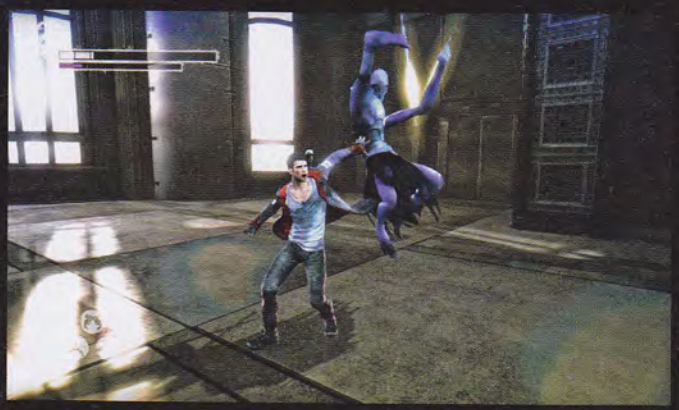
VITAL STATISTICS

HEALTH	STRENGTHS	WEAKNESSES
Medium	Parry, projectile parry, speed, teleport strike	Arbiter

BEHAVIORS

DIFFICULTY RANGE	ATTACKS AND ABILITIES
Human, Demon Hunter, Nephilim	Teleport strike, dashing strike, dual strike, combo strike
Higher Difficulty Changes	Faster air counterattack, increased defensive responses

Telltale Signs and Behavior of the Dreamrunner



The masked and kilted demon known as a Dreamrunner slips between spaces, appearing in a warping of reality and striking with unparalleled swiftness before fading away. Their dual blades can intercept strikes from all angles as well as carve away large portions of Dante's flesh.

Attacks of the Dreamrunner

The Dreamrunner prefers to stay on the move. It can parry the majority of Dante's attacks and will run back and forth in order to present a difficult target.

When the blades of a Dreamrunner glow, it is about to unleash a melee attack. It has several, including a dual cut, a kick followed by a slice, and a single blade attack. These attacks can be chained together. They can all be evaded, parried, or interrupted by attacking the Dreamrunner and forcing it to parry.



The double cut is the most dangerous of the Dreamrunner's close-range attacks. The first strike is a twisting attack that telegraphs from a mile away. The problem is that this encourages you to evade early, and then Dante eats the second swing every time. For a better chance to survive without damage, evade really late or use Angel Evade to get Dante farther away from the Dreamrunner during this attack.

The Dreamrunner will also disappear in a globe of energy and reappear after a pause next to Dante with a spinning slice. If this attack is unsuccessful, the Dreamrunner must rest for a brief time.

How to Fight a Dreamrunner

Dreamrunners are tricky to assault directly. They can parry many attacks and can even avoid some Demon Pulls and Angel Lifts.

An effective technique against a Dreamrunner is the use of Arbiter. The demon can parry it, but the power behind the blow can knock it out of position for follow-up attacks. This is not always successful, but it has a higher chance of success if Dante uses other weapons first. Once exposed, Arbiter can deal massive damage against the fast demon.

Dragging the Dreamrunner into an aerial fight is certainly possible. Although, this is an unreliable means of defeating them on higher difficulties because they gain the ability to counterattack in the air. For a safe approach, use a damaging launch (such as Arbiter's) and take a few easy hits with Rebellion in the air. Don't get greedy and try for long combos. Those early hits are safe, and when you're done with them let the Dreamrunner fall normally back to the ground.

After a teleport strike, the Dreamrunner is momentarily vulnerable as it gathers its energies to renew the fight. Lay into it with Arbiter, Eryx, or Rebellion and get in as many hits as possible. When the Dreamrunner raises its weapons again and starts blocking, back away to repeat the technique.

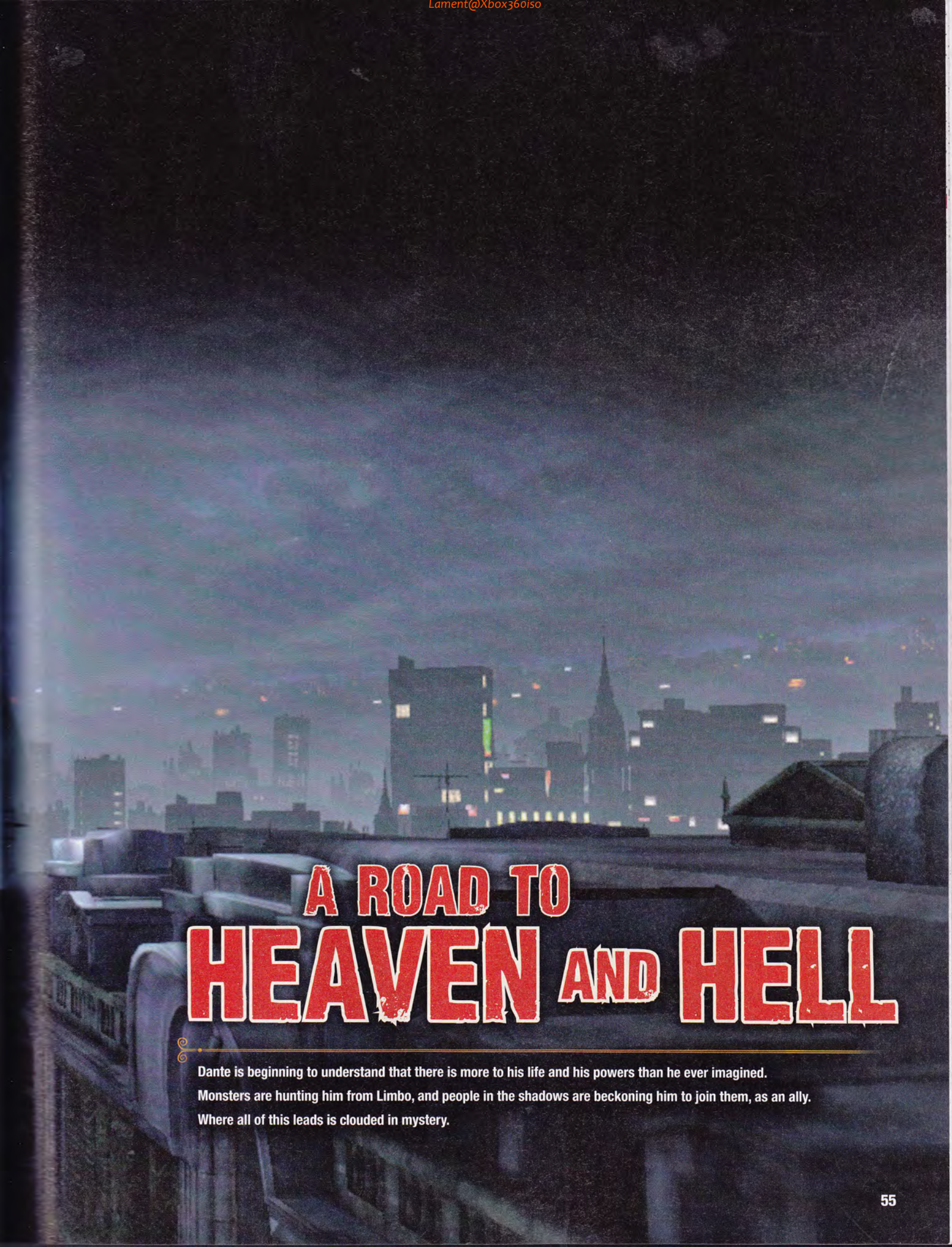


Winning against a Dreamrunner is all about waiting for the right moment, creating an opening by parrying, or using Devil Trigger and making it rain demonic body parts.

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A ROAD TO HEAVEN AND HELL

Dante is beginning to understand that there is more to his life and his powers than he ever imagined. Monsters are hunting him from Limbo, and people in the shadows are beckoning him to join them, as an ally. Where all of this leads is clouded in mystery.

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But some things are still simple. There are demons in the world, and Dante enjoys killing them. This section of the guide walks you through the 20 missions in the game and helps you to find the hidden items in each, master the fights in all difficulty modes, and navigate the various jumping puzzles, traps, and challenges.

When you see a FIGHT! table, that means Dante will have to face one or more waves of demons in that area. Each encounter is broken down in this fashion so you know which monsters are coming and in what order you face them.

FIGHT!

NORMAL DIFFICULTY MODES: HUMAN, DEVIL HUNTER, AND NEPHILIM

ENHANCED DIFFICULTY MODES: SON OF SPARDA, HEAVEN OR HELL, AND HELL AND HELL

DANTE MUST DIE!: THE TOUGHEST MODE IN THE GAME

To be thorough, the list of monsters found in each tier of difficulty is also included. Every fight will have three listings. These correspond to the following difficulty modes.

The base text in this chapter assumes that you are going to play on Nephilim for your first time through. Human and Devil Hunter difficulty modes are even easier, so the tips contained in this chapter should get you through any of these fights regardless of your skill level.

There are also tips for players who are playing the game in the modes that are unlocked after you have beaten the game in one of the normal difficulty modes (Son of Sparda, Dante Must Die!, etc.).

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Found

MISSION 1

KEYS: COPPER KEY
SECRET DOORS: COPPER CHALLENGE
LOST SOULS: 6



Copper Door	Gold Key
Argent Door	Ivory Key
Gold Door	Lost Soul
Ivory Door	Start
Copper Key	End
Argent Key	Boss

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Dante wakes from an evening of fun and starts to shake off the cobwebs. No sooner than he can get his bearings, a girl arrives to get his attention. She's warning that some type of Hunter demon is on its way. Sure enough, there's a pretty huge demon coming out of the water near his trailer. That's probably not good.

Dante gets sucked into Limbo, where the demons are waiting to fight him. It's on!

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3)

ENHANCED DIFFICULTY MODES: STYGIAN (2), DEATH KNIGHT

DANTE MUST DIE!: STYGIAN (2), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3)

ENHANCED DIFFICULTY MODES: STYGIAN (2), DEATH KNIGHT

DANTE MUST DIE!: STYGIAN (2), RAVAGER

WAVE 3

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3)

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (2)

DANTE MUST DIE!: ELITE STYGIAN (3)



This initial encounter isn't bad at all. A few waves of Stygians try to kill you. They come in small numbers, have predictable attacks, and lack the health to survive your blows for more than a few swings. Dante's sword is called Rebellion. Use it to slash and hack through the Stygians without wasting any time.

Hitting these enemies disrupts their attacks. You can evade their blows to keep Dante safe, or you can hit them first to accomplish the same goal. Switch targets often to keep all of the Stygians at bay, and watch them fall. After two additional waves of troops are slain, the dark wall of demonic energy that's blocking the way forward collapses. Dante should follow the mysterious woman as she races away in that direction.



A Better Breed of Stygians

The Stygians on higher difficulty modes can block some attacks, fight more aggressively, and should be taken on with more caution. Use Arbiter when they're exposed to get maximum damage, but switch to Rebellion for fast attacks and convenient evading when you think the demons are ready to use their weapons against you. Remember that even Stygians and Death Knights have a few ranged tricks on these higher difficulties, so beware!



ENHANCED DIFFICULTY

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The boardwalk looked stable enough when you got into Limbo, but this section of it starts to have problems when Dante gets onto it. Jump over the collapsing boards when they first start to fall, and stay roughly in the center of the path. A trailer drops to fall in front of you. Stay left to avoid it, and keep on the left side as you go.

Jump and hold down the Jump button to get over another collapsing section of boards. Then take a long leap to get onto the next trailer ahead before it falls into the water. A brief scene interrupts the action, but soon it's back into battle as new monsters arrive on the scene.

Flying enemies are your primary targets in the coming engagement. For now, you can shoot at these weak enemies with your guns (Ebony and Ivory). Unshielded Bathos are not very tough; their health is so low that guns kill them rather quickly. Other techniques to kill Pathos include smacking their thrown grenades back at them, using Rebellion, and good timing. You can also jump up and slice into them with melee attacks.



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: BATHOS

ENHANCED DIFFICULTY MODES: BATHOS

DANTE MUST DIE!: BATHOS

WAVE 2

NORMAL DIFFICULTY MODES: BATHOS (4)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (3), DEATH KNIGHT (2)

DANTE MUST DIE!: HARPY (2), ELITE STYGIAN (3)

WAVE 3

NORMAL DIFFICULTY MODES: BATHOS (2)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (2), ELITE STYGIAN (2)

DANTE MUST DIE!: HARPY (3), DEATH KNIGHT (2)

WAVE 4

NORMAL DIFFICULTY MODES: BATHOS (2), LESSER STYGIAN (2)

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: N/A

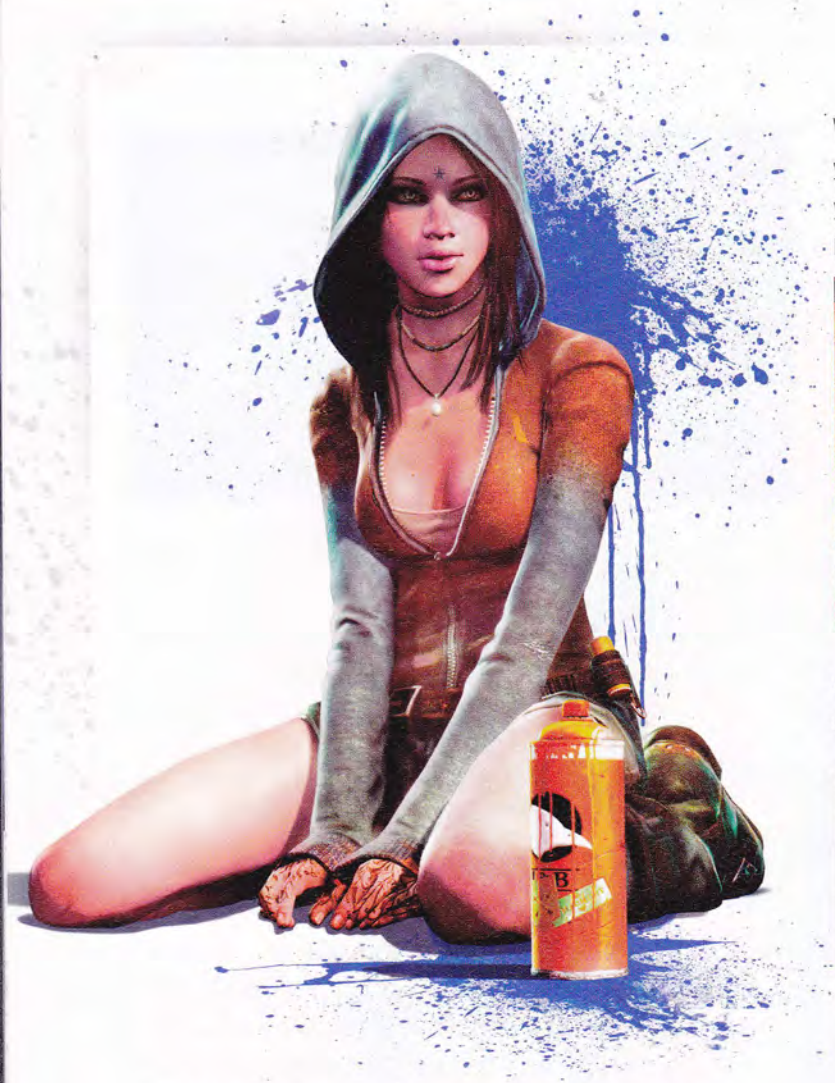
They Brought Their Shields This Time

The Bathos are better prepared for combat when you see them in higher difficulty modes. Use Demon Pull twice to bring them to Dante, and kill them before they give you any trouble. If they've already thrown a grenade, pull them over it and wander off. Seeing them blow themselves up is well worth the price of admission. Otherwise, this fight isn't much harder than in the lesser difficulty modes.



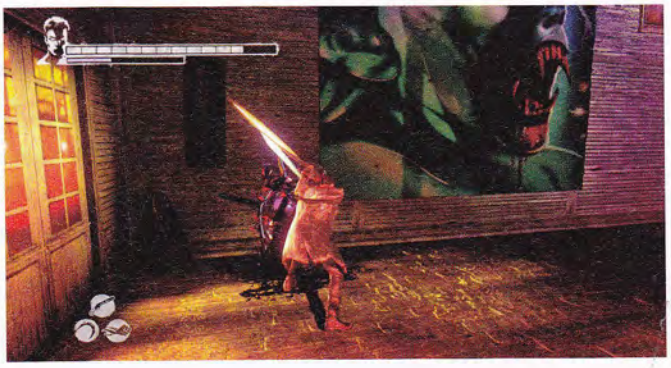
ENHANCED DIFFICULTY

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Dante and the girl meet again when the fight is over. Your new friend introduces herself as Kat. She's a medium of some sort, so she can see Dante even when he's in Limbo. This seems like a useful trick. Right now, the goal is to escape from this hellish dimension.

Walk along the boardwalk and attack any of the glowing red trashcans that you find. Objects like this have become infused with demonic energy. They yield Red Orbs when destroyed (a form of currency that you need to purchase health items of various sorts, including permanent health improvements).



After acquiring Ebony and Ivory, follow the boardwalk to the left of the enclosed hall. A small island has a Copper Key, waiting for Dante to pick it up.

COPPER KEY

Jump out to that island to pick up your prize. This Key unlocks any Copper Door in the game, but it can only be used once. There are as many Keys and Doors hidden throughout the world, so you won't have to lose any opportunities by picking one over another.

The path forward is fairly straight for now. Walk down the main avenue until you find a Lost Soul. Dante notices it quite clearly, so you probably won't miss it.

Lost Soul #1



Finish the cutscene and turn around. A marked wall with a red glow is behind Dante. You cannot enter this area if you haven't played through some of the later missions. You need a set of fist weapons called Eryx to break this wall. Behind it is a Lost Soul. They are useful for getting upgrades, and there are a couple Achievements/Trophies tied to finding all of them. Once you have Eryx, come back to Mission 01 and break through this wall to get the Lost Soul.

Lost Soul #2



Dante runs right into this Lost Soul. Slash it several times to free the poor thing from its prison. You've done your good deed for the day!

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Keep walking until you see the carnival ride spinning frantically above Dante. A fight is close, and you're going to have even more fun than usual. This is the first point where you can perform environmental kills.

FIGHT!

NORMAL DIFFICULTY MODES: LESSER STYGIAN (8)
ENHANCED DIFFICULTY MODES: LESSER STYGIAN (8)
DANTE MUST DIE!: LESSER STYGIAN (8), DEATH KNIGHT (2)



A horde of Stygians comes after you. It's quite possible to wade through them with Rebellion and get your kills the old-fashioned way. However, that's not the point of this place. Try tapping the button that lets you use aerial launchers. If you hold down this button, Dante launches his enemies and then jumps after them. Don't do that or you'll hit your head. Just knock the Stygians into the air and let the spinning ride do the work for you. This isn't the best way to get points, but it's hilarious. Also, you can get an Achievement/Trophy for getting several kills in this fashion.

Run down the next stretch of the docks. Jump and double-jump to get across the terrain, and don't worry about fights. There aren't any demons here to stop you.



Eventually Dante finds a carousel, and that's your cue to start looking for another Lost Soul. A small alley is to the right of this merry-go-round. Go into the alley and look for blue glowing points in the sky. Once Dante has learned how to use Angel Lift, this is a place where you can get another Lost Soul. Hold down the Angel trigger and swing from point to point on the blue areas ahead. These take you to the small island where the Lost Soul lives. Free it and return the way you came.

After passing the carousel, approach the green Divinity Statue on the right side of the path. Interact with this if you want to see what the shop is like. This is where you can purchase Dante's upgrades (with White Orbs) or items (with Red Orbs). You may want to save Red Orbs for Health Crosses; these give you permanent health upgrades without any downsides. Vital Stars heal Dante, but they also lower your final score for the mission in which they're used. It's better to learn how to play without relying on them. That is, if you care about your score.

Nothing New to Worry About

The only serious issue during higher difficulty playthroughs is that you're more likely to care about Style points. If that's the case, be wary about using the environment for all of your kills. Even though it's quick, this isn't a good way to get lots of points. Consider Osiris combos or using Arbiter to get the job done right.

Dante Must Die! mode ends with a couple of Death Knights jumping into the fray, but they're quickly orphaned when you finish off the last of the Stygians. Evade their attacks and punish them with Arbiter for an easy win. Be extra careful of Death Knights with the swirling energy around them; they're frenzied and can ignore damage much more easily. They counterattack without recovery time, so factor this into your attack routines. Be slightly less aggressive.



ENHANCED DIFFICULTY

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The Hunter catches up to you again shortly. Watch a cool cutscene as Dante gets his jacket back. Then you're thrown into another battle.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (4), BATHOS (3)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (3), FROST KNIGHT (2)

DANTE MUST DIE!: STYGIAN (2), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER (2)

DANTE MUST DIE!: RAGE (2)



Bathos and Lesser Stygians trickle in during this encounter, so it is better if you kill them quickly and stay a little ahead of the curve. Your guns interrupt most of the enemies well, but stay alert for the grenades that the Bathos toss at Dante.

Lure the Stygians over the grenades so they take damage from the explosions instead of you! This is always a fun tactic, and it gives you a Style bonus. Kill the Bathos once the Stygians are down, and you're free to go.

This Is More Like It!

The waves blend together on Son of Sparda and beyond. You can't finish killing the flying foes before even more enemies arrive. You'll have Shielded Pathos at first, with Frost Knights and then Ravagers to follow. Get the aerial targets down as soon as you can to simplify the fight. Use Devil Trigger if you're worried about the Ravagers coming in before the Frost Knights have been dealt with.



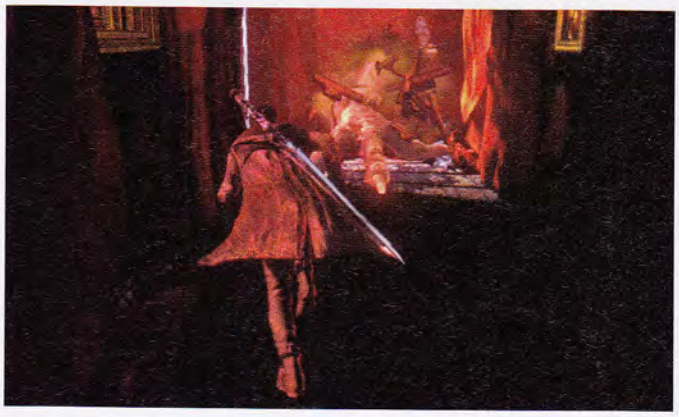
ENHANCED DIFFICULTY

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The Hunter shoots at Dante from afar, but there is a building nearby. Evade toward the building when you see Kat standing in the doorway, and hide in there.

It turns out that the place is a haunted house. Not the real, creepy kind; it's one of those fun houses that you see at most carnivals. It's ironic that this one actually has demons plaguing it at the moment.

Run down the initial hallway, but evade backwards when the Hunter breaks through the wall of the building and tries to grab you.



Wait until the Hunter's hand recedes and then continue. You're not far from several collectible items at this point.

COPPER CHALLENGE

Another small side hallway has a locked Copper Door. Once you've found a Copper Key, you can unlock this and enter it (now or from the main menu) to take on a secret mission.

Secret missions grant improvements to Dante's health and his Devil Trigger ability, a special resource that you find later in the game. It's well worth your time to conquer all of these challenges, and most of them are quite fun! Go in now and give it a try. You won't lose anything for doing this, even if you require multiple attempts to succeed.



Approach the mirror at the end of the main hallway and watch the scene that occurs. Afterward, look on the right side of the passage. Another route takes you toward a glowing red door.

Lost Soul #4, #5, and #6



The hallway to the right has a Lost Soul on the wall. It's out in the open, and you hear it before you get a chance to see it. Walk slowly and look up if you're having trouble. It's not far from the red door (look around the corner from the door).



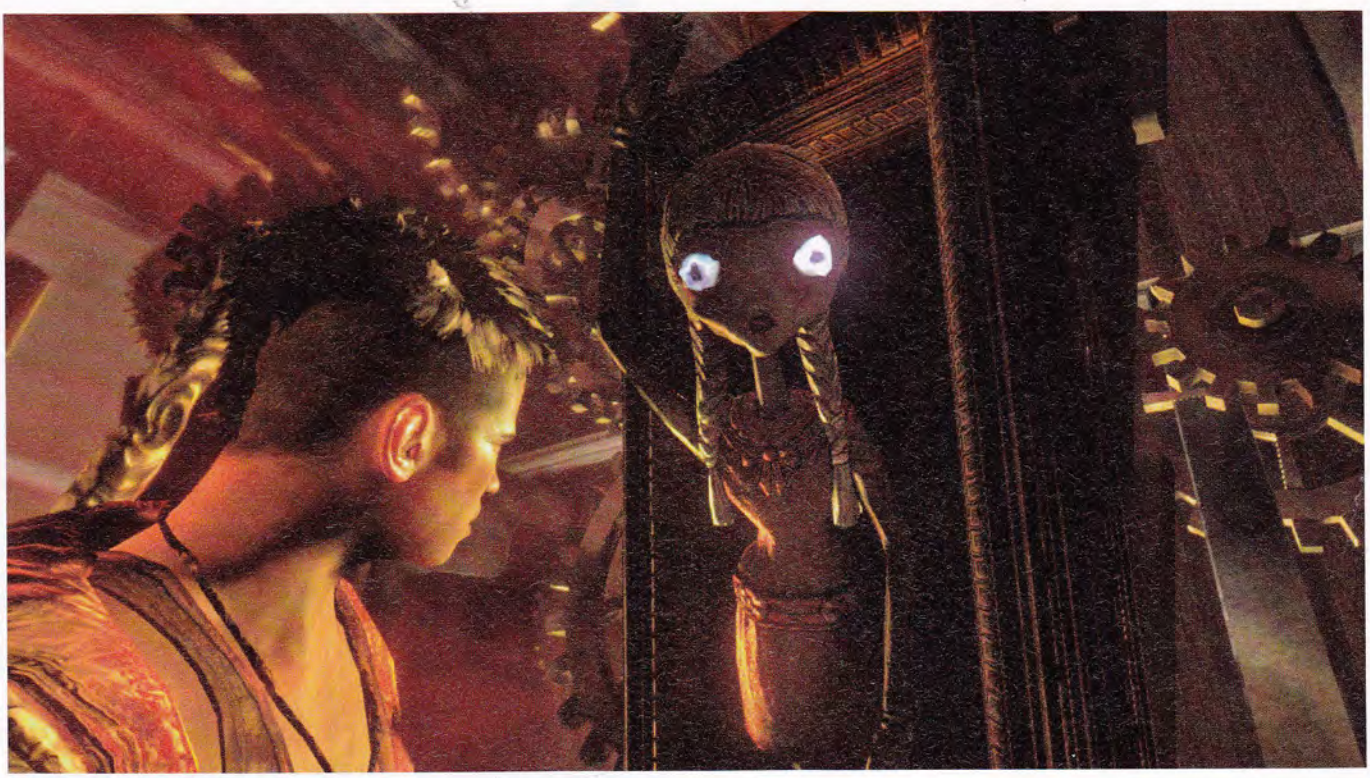
That door can be smashed once you find the axe named Arbiter (it's something that you get in Mission 02). Return here later and use the axe to break through the door. The Lost Soul is on the other side, along with a few cocoons to destroy for additional Red Orbs.



Finally, the route on the left leads past a damaged and creepy doll. Look in the corridor beside it. The Lost Soul is hanging over the archway that you used to enter the room.

Now that you've collected all of these items, it's time to leave. The way out is ahead of Dante, in the center of the big hall. Slow down when you reach the clockwork room with the exit sign. This is the type of place that screams "Trap!" when you go through it.

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NORMAL DIFFICULTY MODES: LESSER STYGIAN (10)
ENHANCED DIFFICULTY MODES: LESSER STYGIAN (8), DEATH KNIGHT (2)
DANTE MUST DIE!: LESSER STYGIAN (14), DEATH KNIGHT

Stygians pour into the area once their ambush is triggered. Let Rebellion sing with attack after attack against them, or try to push the fools into the spinning blades on either side of the room. As long as you're aggressive, their numbers won't work against you because Dante can do damage quickly, even against multiple targets. They'll be bunched together, making it easier to disrupt their attacks with sword swings.

After they fall, hop carefully over the blades to exit the room. Be especially cautious of the first and third jumps because there are blades above Dante, so you don't want to jump too high. These are only lethal on Heaven or Hell (or Hell and Hell) difficulties, but taking extra damage is never a good thing.

Knights Are Here

Son of Sparda difficulty ends the clockwork fight with two Death Knights. They're not a serious threat, especially since you can smash them into the blades using Eryx or Arbiter.

Dante Must Die! has way more Stygians, but they're pretty much free points. Use area-of-effect attacks from Aquila and Osiris to keep the group off balance, and watch the Style points roll in. Don't evade to the sides though; if you get into trouble, Angel Evade backwards. Otherwise, Dante hits the blades and loses some of his Style multiplier.



ENHANCED DIFFICULTY

Now that you're back outside, hurry to the end of the level. Jump to avoid the damaged pier as it continues to break and shift under your feet. Ahead of you, the Hunter is waiting, and you don't want to be rude.



HUNTER

WEAK POINT(S):
Head

ATTACK WARNINGS:
Knife Flash

BASIC TACTICS:

- Evade the Hunter's attacks when you see his blade shine.
- Jump and hit the Hunter in the head repeatedly between his attacks against Dante.
- When the Hunter starts to keel over, press the attack even harder and keep hitting him in the head.
- When the Hunter falls all the way over, use Arbiter and Demon Trigger (if available) to do maximum damage.

Hit Him in the Head

The Hunter can't take too much punishment if you keep hitting him in the face. Not only do blows to the head deal more damage to him; they also cause him to swoon from time to time.

When that happens, continue to smash him. He won't be attacking you, so it's even easier to focus purely on damage output. Get the big guy down onto the ground by jumping and using extended aerial combos against him.

Once the Hunter falls all the way onto the ground, he's toast. You're free to hit him as much and as fast as you can. During secondary playthroughs of the game, this is the ideal time to use Devil Trigger and Arbiter to deal maximum damage.

PHASE I

The Hunter demon closes on Dante's position. If you try to stay at long range, it will leap toward you and slash with its knife as it lands. Evade backwards as soon as you see the knife flash bright white.

Up close, the Hunter has a more standard knife attack. You still want to evade backwards when you see the glint of light on the blade, but the Hunter doesn't move much during the attack.

To hurt the demon, jump up and slash at the thing's face repeatedly. Be more cautious when you think it's about to strike, and always be ready to evade.

Once you hit the demon enough times, it will swoon and lean forward. This is a safe time to attack. Do so, again and again. If you hit the Hunter enough times, it will collapse forward, landing on the ground in a defenseless heap. Use this time to deal even more damage.

If you've unlocked other weapons, this is the best time to switch to Demonic attacks. Arbiter does extremely high damage per hit, scoring high Style points and killing the Hunter that much sooner. You should also use Demon Trigger at this point, if it's available.



PHASE II

After getting up from its first fall, the Hunter usually backs off and blows a dark wind over the area. You can't see the beast, so stay on the defensive. Be ready to evade, and do so when the demon's blade flies toward Dante. Do this five times to keep your Style as high as possible and to avoid taking damage.

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If you've purchase Angel Evade, that is a great way to give yourself a more gentle timing window for avoiding these attacks. It's also possible to parry the blade, though this requires careful timing and risks your current style bonus if you make any mistakes. Be careful!

As soon as the fifth attack completes, the darkness clears.

RETURN TO PHASE I

Beat on the Hunter in the same manner that you did in the beginning. If it survives another fall, the creature will climb above Dante and start using ranged attacks against him.



PHASE IV

Shoot at the Hunter if he starts climbing. He'll fall after he takes enough damage from your ranged weapons. While doing this, stay light on your feet. As soon as the Hunter fires its weapon, evade to either side. This avoids the large claw that comes down to grab you.

Repeat this until the Hunter comes back down for its normal attack routine. Before too long, it will die from its injuries. You're now that much closer to victory!

Dante and Kat drive off, escaping the scene of chaos at the carnival. There is someone else that Dante needs to meet.



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Home Truths

MISSION 2

KEYS: COPPER KEY, ARGENT KEY
SECRET DOORS: COPPER CHALLENGE (2)
LOST SOULS: 9



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Before Dante can move forward, he has to learn about his past. Kat brings him to an old estate that might seem familiar. Once there, Dante is on his own. The sights inside the estate are things that he has to witness for himself.

After the cutscenes end, take control of Dante and start exploring the mansion. A huge number of collectible items are here, and it takes a long time to go through this mission (it's one of the largest ones in the game). So don't rush. Take it easy and get used to fighting and exploring, and have a good time with both.

Walk down the hallway and into the large foyer ahead. There is a brief scene, then Dante can look around some more. Climb the stairs at the other end of the room and turn right at the top. Go along that level until you reach the back corner of the room, and look inside an open doorway. You can snag a Copper Key!

Go back to the stairs and walk left this time, toward a hallway that leads deeper into the building. The hallway is close by, in the nearest corner. Dante passes a Divinity Statue just a few steps into the corridor.

COPPER KEY

This Copper Key is unguarded, inside the corner room of the foyer.



After passing the statue, look to the right at the next turn in the hallway. There is a large gap, and a series of blue vines are blocking an exit on the other side. These are protecting a Lost Soul. Continue to the end of the hallway, where it spills into a gallery. Dante finds a picture of someone important. While he's focused on that, demons creep up on him and start a fight.

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Lost Soul #8



Once Dante has an Angelic weapon, it's possible to get a Lost Soul from the room past the blue vines. With either Osiris or Aquila, return here and cut through the vines. Then, jump into the room and get your Lost Soul!

Don't worry, Dante gets Angelic weapons as part of the story, so you're not going to miss picking up either of these weapons.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (4)
ENHANCED DIFFICULTY MODES: STYGIAN (3), DEATH KNIGHT (2)
DANTE MUST DIE!: STYGIAN (3), ELITE STYGIAN (2)

WAVE 2

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3)
ENHANCED DIFFICULTY MODES: DEATH KNIGHT (2), BUTCHER
DANTE MUST DIE!: DREAMRUNNER

WAVE 3

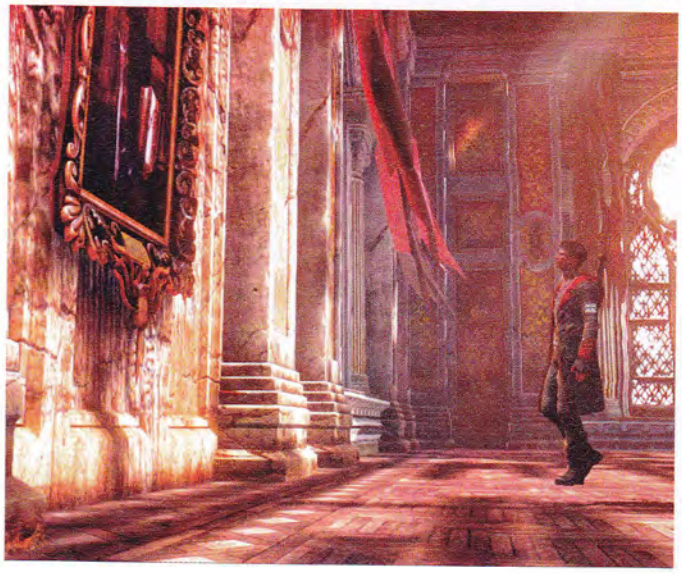
NORMAL DIFFICULTY MODES: DEATH KNIGHT
ENHANCED DIFFICULTY MODES: BLOOD RAGE (2)
DANTE MUST DIE!: BLOOD RAGE (2)

Three waves of opponents come after you. The first two sets are common foes. Lesser Stygians are fun to slap around, and any mix of Rebellion attacks will do the trick to cut them to pieces. Do this, and wait for the Death Knight that arrives at the end of the battle. It's the new challenger.

Death Knights use their heavy shields for protection. Either attack this monster when it's readying a strike against Dante or evade behind it to attack from the rear. If you pound on Death Knights enough, their shields break (leaving them quite vulnerable).

Pretty soon, you'll get a weapon that is much better for killing these fiends. Approach the portrait when the fight is over. It says "Sparda" underneath the painting. When Dante touches it, an axe appears. Its name is Arbiter; let's see how well it performs!

After this lull, even more demons arrive. Lesser Stygians and more Death Knights come in several more waves. Try the axe out against the Death Knights and watch it stagger them, break their shields, and score you tons of points. Just be careful not to use too many Arbiter attacks when enemies are lining up for their own strikes. Swinging the axe takes time and energy, and Dante can't dodge while swinging it. Thus, he's exposed more when using Arbiter compared with Rebellion. The sword's attacks finish quickly, making it easier to dodge and reposition during frantic skirmishes.



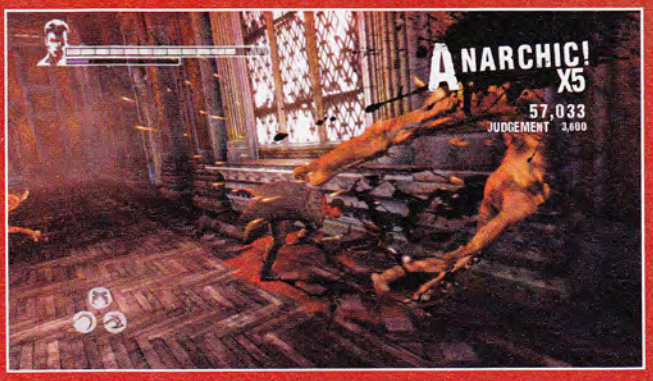


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Shorter and Uglier

Higher difficulty encounters here don't have many waves, but you have to clear much more challenging enemies to succeed. On Son of Sparda, the Butcher on wave 2 and the Blood Rage at the end are both dangerous. Build Devil Trigger in case it is needed for the Blood Rages. Kill the Butcher and Death Knights by luring the Death Knights away from their heavy ally. Let the Butcher help kill the Death Knights with its ranged attacks, and use Angel Evade to avoid damage. Once the Butcher is isolated, kill it.

Dante Must Die! is quite similar. If you're good at exploiting Dreamrunners, it might be even more manageable than Son of Sparda (not that a fight with two cursed Blood Rages can ever be that simple). Use Devil Trigger if you get scared or start losing too much health.



ENHANCED DIFFICULTY

After the last wave dies out, look for a door on the side of the chamber. Use that to proceed. Even as you enter the hall, the raspy voices of Lost Souls sound off.

Lost Soul #9 and #10



The Lost Soul ahead of Dante is very easy to see, but when Dante approaches it the wall pulls away. This is a Lost Soul that you have to come back for after beating Mission 03 (when Dante learns how to Angel Boost and glide for a short distance). That lets you extend a jump over to the Lost Soul and cut it free. So, you can't get this Lost Soul quite yet if it's your first time in this mission. Jump into the pit ahead of Dante. When you get to the lower portion of the hall, stop. Turn around and free the Lost Soul nearby.



After jumping into the pit, use the lower hallway to move forward. A small room is ahead with a glowing red crystal on the floor. You can't do anything with it the first time you go through the mission, but an Argent Key is hidden underneath the crystal.

ARGENT KEY

Once you have the second Demonic weapon (Eryx), return to this mission and break through the red crystal to get an Argent Key. These crystals are destroyed by jumping into the air with Eryx equipped and using a charged aerial strike to smash your way through.



Leave the crystal room and walk back toward the front of the mansion. The next hallway beckons Dante ahead without much delay. However, one more Lost Soul is available here.

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Lost Soul #7



Once you learn Angel Lift, this corridor has a Lost Soul for Dante. Look on the left side of the passage while you're leaving. A blue symbol is hanging high above. Once Dante has Angelic weapons and has learned how to Angel Lift with them, this is a modest challenge. Angel Lift to the top of the hallway and look inside the room there for another Lost Soul.

The hallway takes Dante back to the foyer of the mansion. Demons have gathered there to repel him.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (2), RAVAGER (2)

DANTE MUST DIE!: STYGIAN (3), ELITE STYGIAN (3)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: STYGIAN, RAVAGER

DANTE MUST DIE!: FROST KNIGHT (2)

WAVE 3

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (3)

DANTE MUST DIE!: N/A

More Lesser Stygians appear with a Death Knight to guide them. Use the same techniques as before to crush them. Use Rebellion to do the light, fast work against the Stygians, and employ Arbiter to do the heavy lifting against the Death Knight. If you need to buy time against the group, launch a couple of the Stygians into the air and work on their buddies while the wounded demons are flopping around.

Ah, a Real Fight!

The foyer battle is much more interesting on the higher difficulty modes. You get to kill more waves, more targets, and face superior monsters. Stay in the main area of the foyer so you have more room to dodge. This is important when you have multiple Ravagers around; they're pretty aggressive, and you don't want to be backed into a corner.

The Dante Must Die! battle is pretty manageable, but that's a good thing. After the Blood Rages you need some rest and recuperation. Abuse Osiris against the Frost Knights, and use the Stygians for points and healing in the first wave.



ENHANCED DIFFICULTY

Climb the steps to the upper level of the mansion and look for a red door on the right side of the balcony. This door's red markings mean that it is vulnerable to Arbiter. Use the axe to smash your way through. Before going too far, stop and listen.



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Lost Soul #11 and #12



A Lost Soul is located inside the next hallway. Go there and turn around. Look over the doorway to find the Lost Soul.

After cutting it free, turn the corner in the passage ahead to watch a few ghostly children run past a series of blue vines. Once you have Angelic weaponry, that room can be accessed by cutting the vines down. Another Lost Soul is concealed within.



Follow the hallway into a bedroom. It's lousy with Death Knights, so you'll have to stop and destroy these foes before moving on.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: DEATH KNIGHT (3)

ENHANCED DIFFICULTY MODES: DEATH KNIGHT (3)

DANTE MUST DIE!: DEATH KNIGHT (4)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: DEATH KNIGHT

DANTE MUST DIE!: N/A



This group of Death Knights can be tough if you haven't gotten used to using Arbiter yet. Make tentative attacks to score hits on the group, but back off and evade whenever any of them gets ready to attack Dante. The more defensively you play, the easier the fight is to win. Get the group's shields down, and use Rebellion's launching attack to disable individual Death Knights while pursuing the others.

Nothing To It

You won't have any trouble with this fight on the higher difficulties. It's almost the same battle as the normal difficulty tiers.



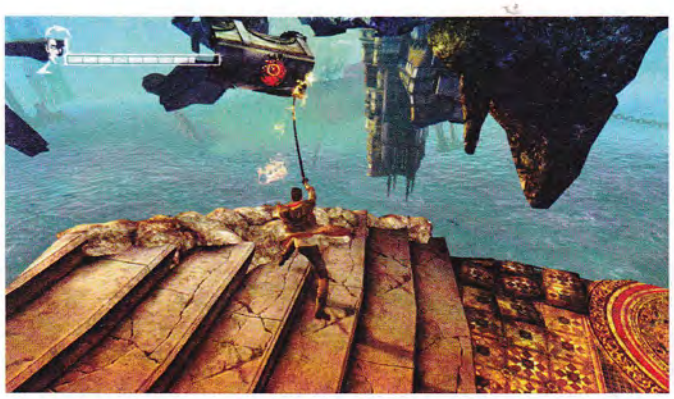
ENHANCED DIFFICULTY

Once the fight ends, Dante goes into a dream. The level shifts, and Dante is in a very different place. This is when you start to learn more about the things Dante can do with his demonic powers.

Follow the directions you're given in this area to learn about Demon Pull, an extremely vital tool in Dante's arsenal. This technique is used on the orange circles that are sometimes visible on walls, ledges, and other obstacles.

In addition, Dante is now able to Demon Pull enemies toward himself. This lets him get enemies away from their allies, knock their shields out of alignment, and disrupt an opponent's attacks. It's an awesome power!

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The dream is perfect for letting you test out this newfound ability. Traverse the area, using Demon Pull to grab ledges and make the route safe for normal jumps. There is a small fight near the end of the path. Even there, you're supposed to try out Demon Pull rather than struggle.

Bathos and Lesser Stygians come after Dante. Use Demon Pull to yank the Bathos out of the sky. They're much easier to slaughter now that you can bring them down! On Son of Sparda, the Lesser Stygians appear instead of regular Stygians, but the battle is still very manageable.

Once the demons are gone, use Arbiter to destroy a large stone at the end of the area. This triggers a cutscene, and the dream ends.

When you get back to the mansion, things start to change. The house looks different than it did just moments ago, and there are new items to collect while you make your way back toward the foyer. Drop into the first room ahead to find a Copper Door.



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COPPER CHALLENGE

The Copper Door is on the lower level of the first room you find after you start exploring again. It's near an Eryx Crystal that gets you a free healing item.



Once you've gotten your collectibles, head out. A collapsed hallway is ahead; you can't jump over everything on your own, but there are orange circles to show that Demon Pull can be used on the ledges here.

Make a path for yourself with Demon Pull and keep moving forward. Use Arbiter to break the next door you find. Before long, you arrive at the foyer. The place has seen better days, but you shouldn't dwell on that for long. The flapping of evil wings is getting louder, and your enemies approach.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), LESSER STYGIAN (2)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (3), DEATH KNIGHT (2)

DANTE MUST DIE!: HARPY (2), DEATH KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: STYGIAN (3)

DANTE MUST DIE!: N/A



Lost Soul #13

Leave the small room with the Copper Door, and look up when you pass under the archway into the next hall. A Lost Soul is above the arch.



Two Lesser Stygians and a pair of Shielded Bathos come after you. Lure the Lesser Stygians into the Bathos' grenades, and then Demon Pull the Shielded Bathos over for quick killing. Note that Shielded Bathos require two Demon Pulls. The first gets rid of their shields, and the second brings them in close for slashing.

A Bit More Endurance

Son of Sparda difficulty makes this fight longer. An extra flying foe and heavier ground troops mean that you must be cautious for a longer period before going all out. Draw those Death Knights over the Bathos' grenades while you're thinning the fliers' ranks. Once they're dispatched, it's a safer fight.

Dante Must Die! adds Harpies to the mix. That's troublesome because there isn't much ground under your feet. Angel Lift to kill the Harpies, but be very careful while landing so you don't fall into the open pit that dominates the foyer. This breaks your combo and does damage to Dante, creating a challenging situation. Angel Lift, make a full series of attacks with Rebellion, but then Angel Boost back toward safe ground to repeat the process. Don't chain Angel Lift attacks together. This pulls Dante too far away from the ledge where he starts.



ENHANCED DIFFICULTY

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Beat the encounter and jump onto the floating blocks and stairs on the left side of the ruined foyer. Make your way to the top of the area and break through another Arbiter doorway.

After passing another Divinity Statue, look for a set of blue vines. These protect another Lost Soul room.



Cut through the vines once you have an Angelic weapon, and free the next-to-last Lost Soul in the level.

The hallway leads to another gallery. This one has a picture of a woman named Eva. She seems very important to Dante, but he can't spend much time there without demons getting in the way again. Make them pay for the interruption!

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: RAVAGER (2), FROST KNIGHT

DANTE MUST DIE!: LESSER STYGIAN (4), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: LESSER STYGIAN (12)

ENHANCED DIFFICULTY MODES: DREAMRUNNER

DANTE MUST DIE!: LESSER STYGIAN (4), BUTCHER

WAVE 3

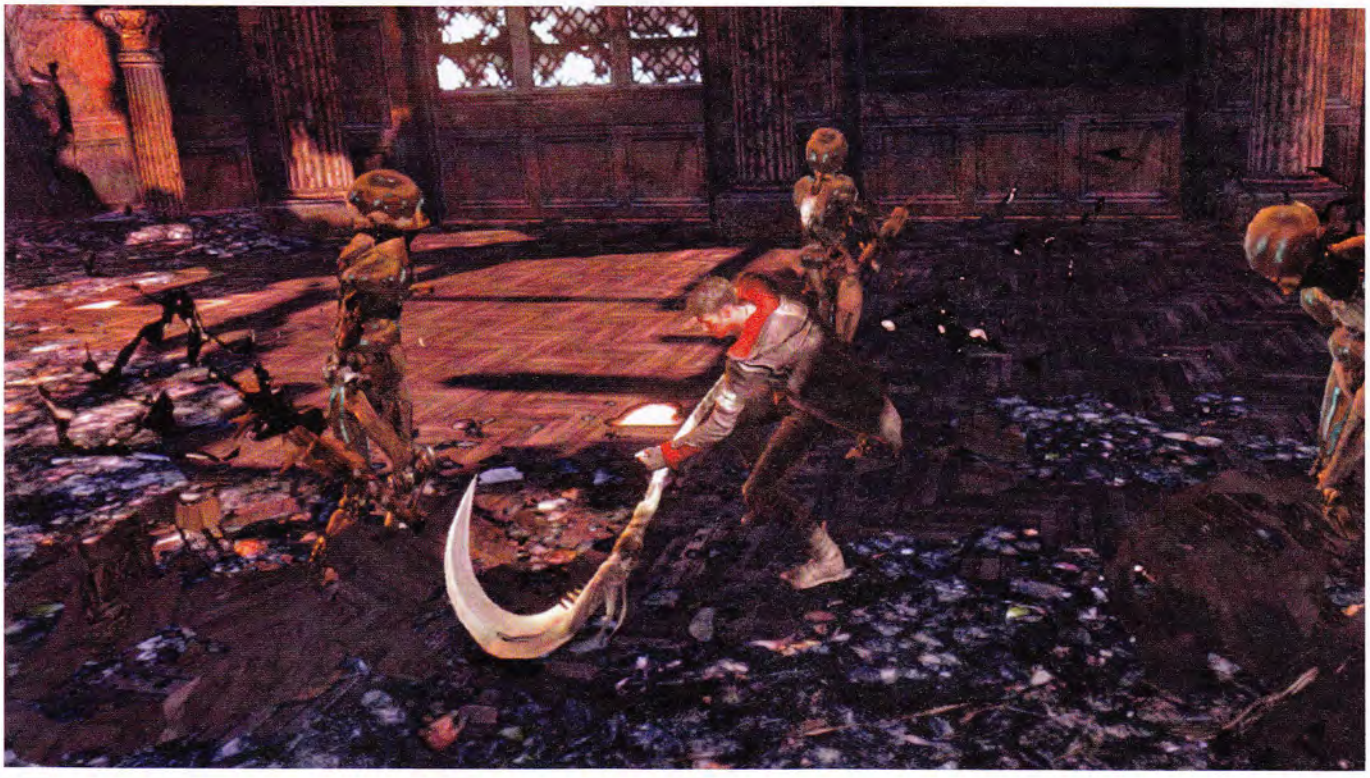
NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: GHOST RAGE (2)

DANTE MUST DIE!: GHOST RAGE (2)

Fight the first small wave of enemies, then examine Eva's portrait again. Seeing Eva gets Dante in touch with his angelic side. This grants him the Angelic weapon called Osiris. It's a lovely scythe that cuts through weaker enemies like stalks of wheat. Even though this is a somewhat poor choice for Death Knights and heavier targets, it's ideal for scoring points against huge clusters of weaker demons.

Try Osiris out against the waves of Lesser Stygians that follow. It's a blast to carve through entire groups with each combo. In addition, Osiris gets increasingly deadlier if you keep using it during a fight. The weapon begins to glow after several consecutive attacks, and that's when the damage really adds up. Kill all of the Lesser Stygians and head back to the foyer.



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Time to Spend Some Devil Trigger

The Devil Trigger you've been building through most of the mission works well here. Use it against the Ghost Rages. Otherwise, use Aquila to pin down the two Ghost Rages with Round Trip, and let Osiris be your killing weapon while they're stunned.

If you keep the surviving Ghost Rage stunned after its companion dies, it won't be able to go into a frenzy.



ENHANCED DIFFICULTY

Jump down toward the lowest part of the foyer (it's directly across from the gallery hallway) when you come out. Demon Pull the last ledge over toward an Arbiter door, and break into the next section of the level. You're getting close to the end now.

Use Osiris to cut through the vines in front of Dante. The next hallway has the last two collectible items for this mission.



Lost Soul #15

Look for a gap in the hallway on the right. This gap is too wide to leap across, even with a good double-jump. You need to return here after mission 03. With Angel Boost, it's easy to jump to the other side. Save the last Lost Soul when you get there.

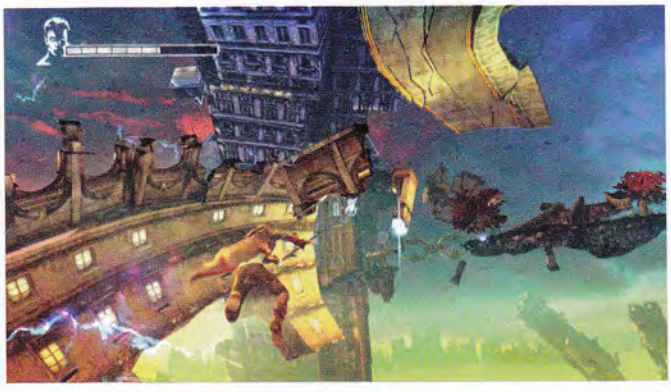
COPPER CHALLENGE

The small room with the Lost Soul also has a Copper Door. Unlock the door to open another secret mission!



Run to the end of the hallway and break another Arbiter door to get into the library. Look on the floor for a blue rose and pick it up. This triggers another dream.

Dante learns about Angel Lift now, another power for getting around. It can be paired with Demon Pull to cross even the most difficult obstacles in the game. During combat, it gives Dante a way to pull himself to enemies. Many targets are hard to Demon Pull (or are outright immune to it). However, very few enemies are resistant to Angel Lift. When you want to reach an enemy quickly or switch positions, Angel Lift should be your go-to choice. It's amazingly useful.



Practice Angel Lift throughout this dream. The game explains the power and lets you try maneuvers out in a fairly sane manner. The blue icons on ledges and overhangs let you know that Angel Lift will work on them. Try this out to get across the map and then break the stone on the far end to leave the dream. When Dante comes back into Limbo, he's ambushed by demons.

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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (4), LESSER STYGIAN (3)

ENHANCED DIFFICULTY MODES: RAVAGER (3), DEATH KNIGHT

DANTE MUST DIE!: LESSER STYGIAN (2), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: RAVAGER (2), DEATH KNIGHT (4)

DANTE MUST DIE!: LESSER STYGIAN (2), WITCH



Bathos are flying everywhere in this short but frantic fight. Evade frequently to avoid their grenades, and Demon Pull the little creeps onto their own explosions whenever you can. Kill the Lesser Stygians last. They're easy to mop up when the Bathos aren't harassing you.

Another?

The final fight of the level isn't terribly tricky on the tougher modes, but enemies keep trickling in for quite some time. Go ahead and use Devil Trigger for bonus Style points and aerial combos so you beat the mission as quickly as possible.

The other danger is from the considerable number of Ravagers that attack. Make sure to break off engagements frequently so that Dante isn't dedicated to combos when the Ravagers charge forward.

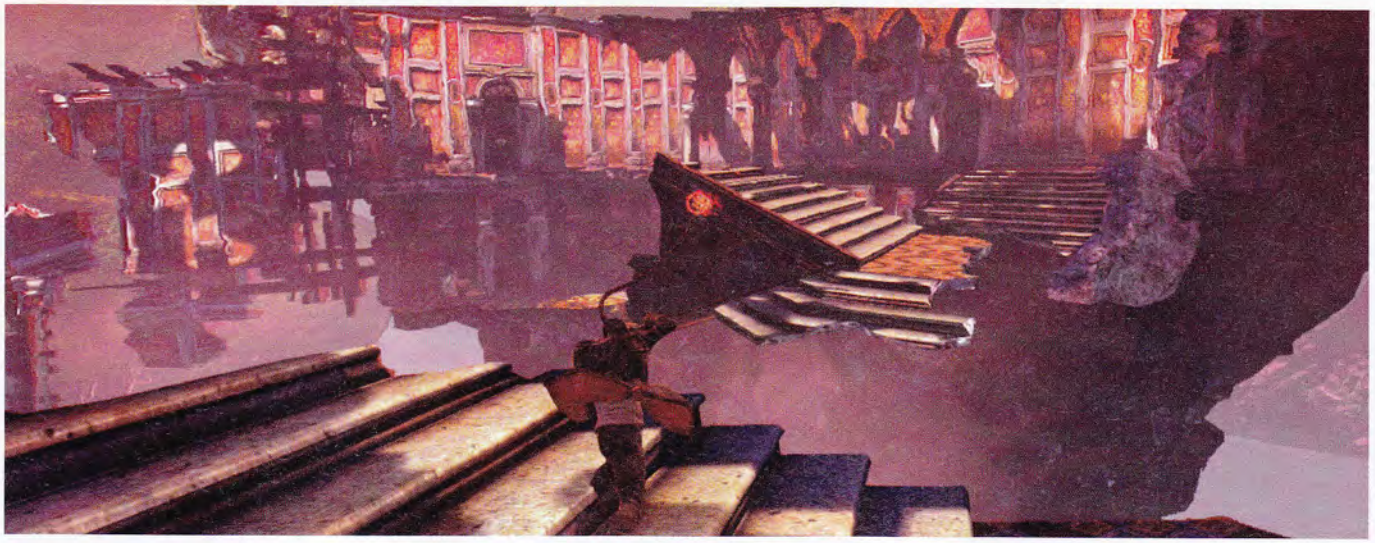
On Dante Must Die!, the mission ends with a Witch and two Lesser Stygians. If you have any Devil Trigger at all, this is almost an instant win. Kill the Witch and move on. Otherwise, keep the Witch pinned with Round Trip and beat her down over time.



ENHANCED DIFFICULTY

The way out of the mansion is certainly tougher. Everything starts to break apart, and you can only survive using Demon Pull and Angel Lift to get across the shattering hellscape. There aren't any specific tricks to make this any easier. You really just have to practice and build up some muscle memory for switching between Demon Pull and Angel Lift. It gets much easier after you've done it a few times.

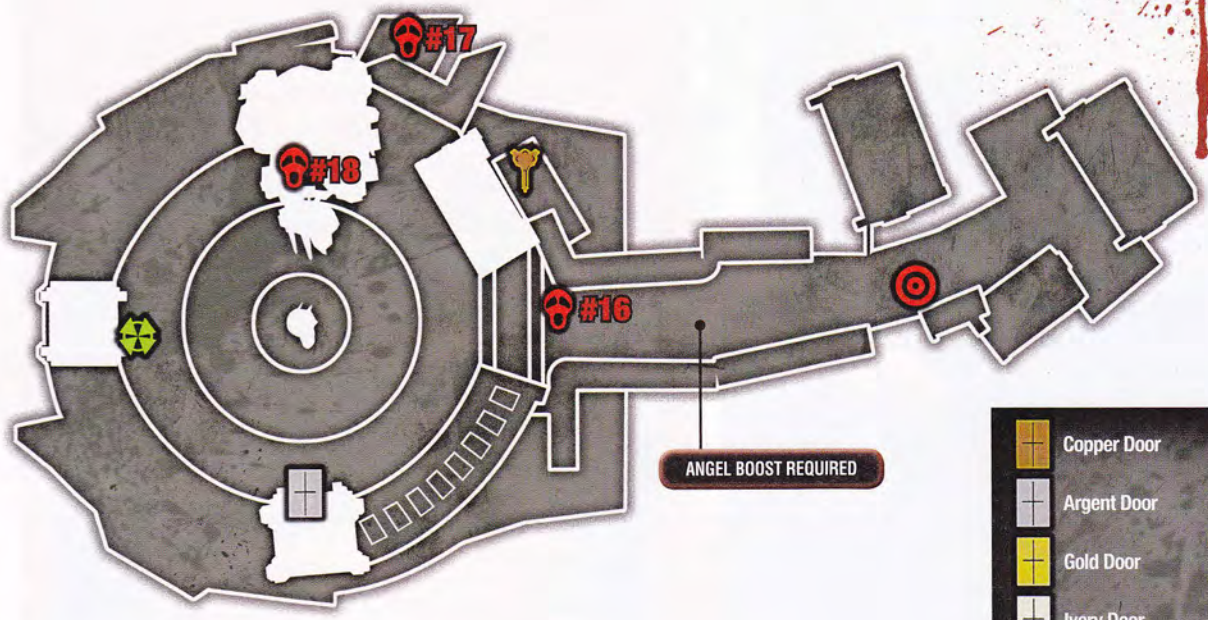
Cross the foyer to get back to the main hallway, and then jump across the breaking floor to get out of Limbo. Vergil and Kat are waiting for you, and a cutscene begins as soon as Dante reaches the end of the hall.



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Bloodline

MISSION 3



Copper Door	Gold Key
Argent Door	Ivory Key
Gold Door	Lost Soul
Ivory Door	Start
Copper Key	End
Argent Key	Boss

KEYS: COPPER KEY
SECRET DOORS: ARGENT CHALLENGE
LOST SOULS: 3

Dante has learned quite a few things about his past. It's now time to forge ahead. Even as the demons close in again to trap him, Dante has things to do.

You begin this mission as Limbo asserts itself. The world changes, and monsters appear from the shadows.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), DEATH KNIGHT (2)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (2), DEATH KNIGHT

DANTE MUST DIE!: PATHOS (2), TYRANT

WAVE 2

NORMAL DIFFICULTY MODES: RAVAGER

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER (2)

DANTE MUST DIE!: DREAMRUNNER

This initial fight isn't very large. The Shielded Bathos are your main problem at first. Kill them quickly using Demon Pull (to knock their shields aside) and then Demon Pull again. This brings each Bathos over to you. Slash them a couple times, and it's a done deal.

Switch to Arbiter and break through the Death Knights next. Their shields can't take much punishment from the heavy axe, but watch for attacks from the second Death Knight while you kill the first. It's often better to attack both, alternating targets with each swing. This keeps them off balance throughout the engagement.

When the wave ends, a Ravager appears. Ravagers are chainsaw-wielding loonies with a habit of charging right at Dante. Always dodge to the side with Evade when they do this; dodging backwards makes it more likely that you'll take a hit instead of avoiding the attack. Come at Ravagers from the sides or rear, enjoy a few free attacks, and then back away to dodge when they light up for a new assault.

The dark gateway on the far side of the plaza fades once you beat the second wave. Leave the plaza via the archway on the far side. The way ahead is soon blocked when the street collapses into oblivion. You're going to need another way across.

Ramping Up

The first fight has more bite in the higher difficulty modes. It's most noteworthy in Dante Must Die!, when you are forced to fight a Tyrant and then, later, a Dreamrunner.

For the first wave, make sure to kill any flying creatures before the Tyrant starts making attacks. You need to be able to concentrate on the Tyrant.

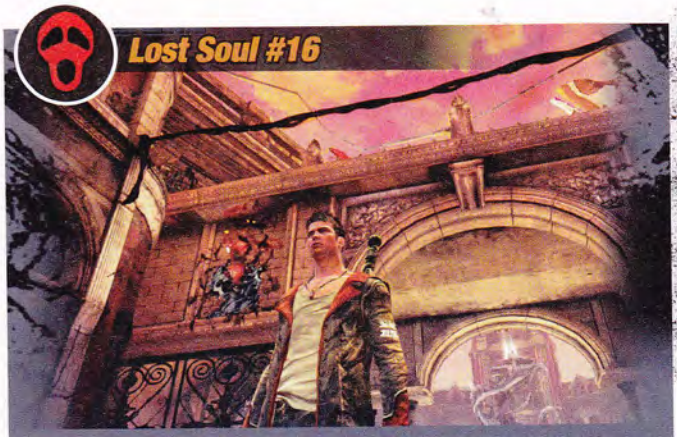
For the Dreamrunner, back up to range, score Demon Evades off of its teleports, and punish it with counterattacks afterward.



ENHANCED DIFFICULTY

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Lost Soul #16

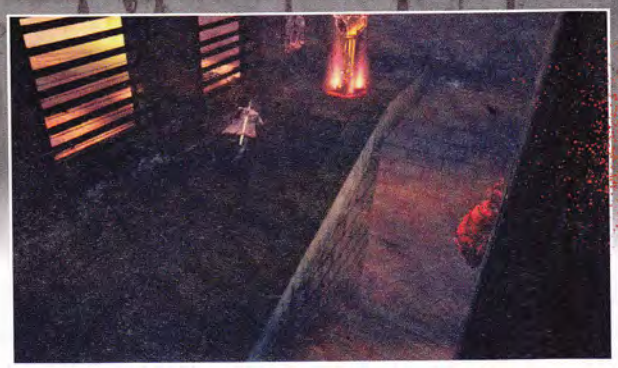


Behind you, high up on the archway wall, is a Lost Soul. Jump up and slash at the soul to free it.

Back up and look down small alleys to either side. On the right are a Divinity Statue and a door that can be destroyed with a hit from Arbiter.

COPPER KEY

Inside the marked wall is a Copper Key. Use it to unlock a Copper Challenge in one of the other missions.



Back out toward the plaza and brace yourself for another encounter. The demons have regrouped.



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (8)

ENHANCED DIFFICULTY MODES: DEATH KNIGHT (6), RAVAGER (2)

DANTE MUST DIE!: RAGE SPAWN (5)

WAVE 2

NORMAL DIFFICULTY MODES: RAVAGER

ENHANCED DIFFICULTY MODES: BUTCHER

DANTE MUST DIE!: BUTCHER, RAGE SPAWN (4)

Lesser Stygians are all over the place, and they'll soon be joined by another Ravager. Try out your scythe Osiris on the horde of Stygians and watch it cut them down in droves. The longer you use that weapon, the more damage it does (especially if you put some upgrade points into it).

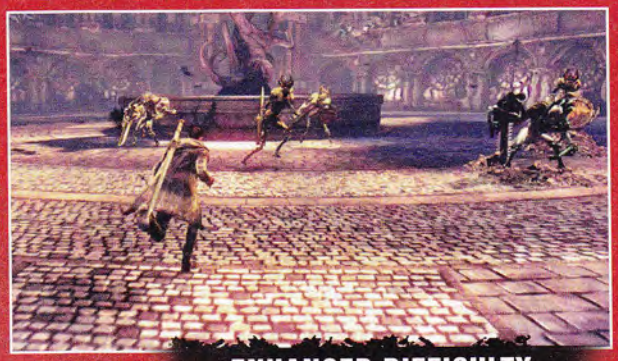
Switch to Rebellion and Arbiter for the Ravager. Use Rebellion when you think an attack is about to happen. Switching to Dante's sword adds maneuverability so you can dodge at a moment's notice. Afterward, hit the demon with your axe because you have a few seconds of safety to work with. For even more trickery, knock the Ravager into the air during its recovery and hit the demon repeatedly so it can't get back onto the ground.

More Scythe Time

You shouldn't have too many issues here, even on higher difficulty. The Rage Spawn on Dante Must Die! are easy because they're the tiny ones that you can kill with Osiris.

On Son of Sparda, there are plenty of Death Knights, so that's certainly a challenge. Fight defensively to avoid losing your combos, and stick with faster Eryx attacks until the enemies are thinned out a little.

The Butcher that comes later on can be difficult. Save your Devil Trigger if you can, but use it if you start to have problems or are worried about your health. The main reason to wait is that the next fight of this mission is tougher (and worth more points).



ENHANCED DIFFICULTY

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Look around the plaza. Tap the trigger for your angelic powers and look for the blue flare that helps you find the way up to the second tier of the building that surrounds the area. Angel Lift up to an opening in the wall and start making your way around the upper floor.

HAVE A SILVER KEY?

There is an Argent Door on the second tier of the building. After pulling yourself up, pan the camera around to the left. The ledge nearby is where you want to go. Jump and Angel Boost to leap over to it. You can either do this late in the mission (read on) or return to this door later when you come back to Bloodline. Either way is fine.



There is a very small fight against a Ravager when you approach the top of the archway.

FIGHT!

NORMAL DIFFICULTY MODES: RAVAGER
ENHANCED DIFFICULTY MODES: RAVAGER (2)
DANTE MUST DIE!: RAVAGER (2)

Knock the Ravager down with an axe attack and never let the fiend get back up. On the other side of the archway are more Angel Lifts. You need to go across these eventually, but there are two Lost Souls to collect if you're thorough.

Lost Soul #18 and #17



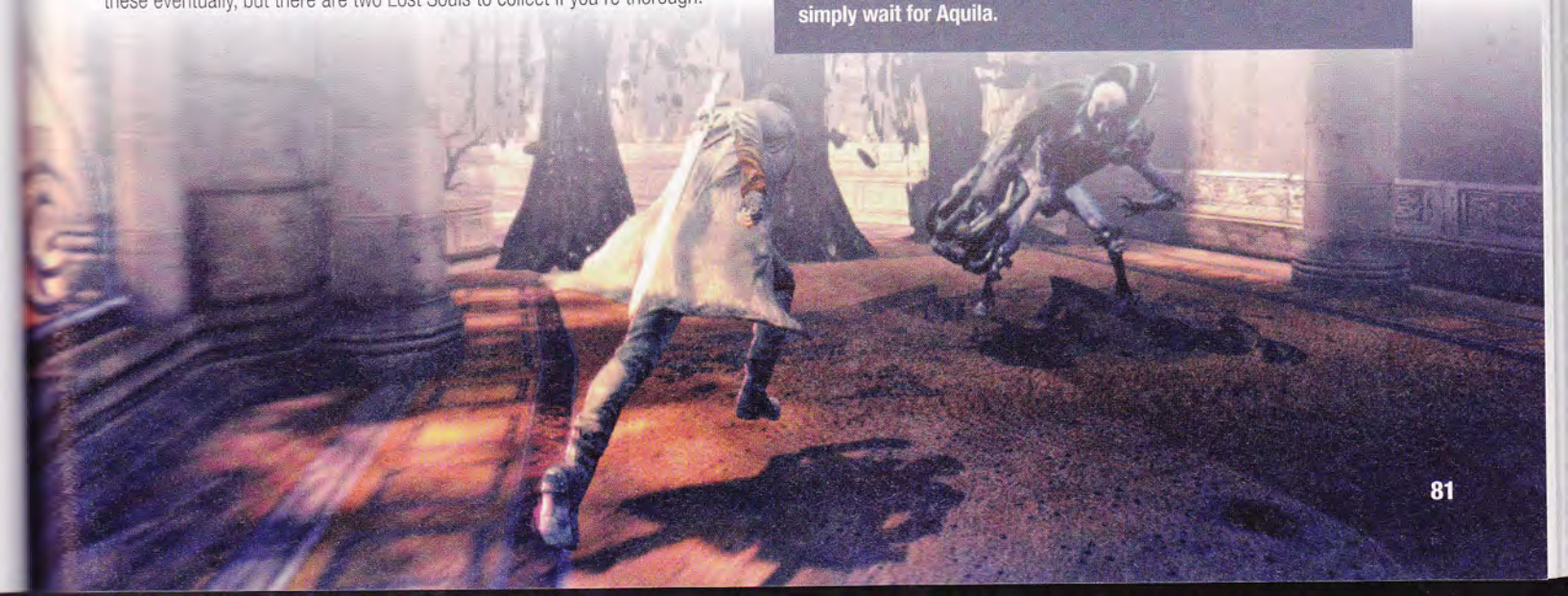
To get these Lost Souls, you need Angel Boost (which is obtained just a bit farther into this level). It also helps to have the weapon Aquila, but both Lost Souls can be freed without it. Once you return here with one or both of these powers unlocked, follow these directions.

Angel Lift across two points and then Angel Boost to the right to get onto a ledge with the next Lost Soul. Free that one and look back across the plaza, where you started.

Carefully jump onto the railing of the balcony. Then, double-jump and Angel Boost to the small floating island nearby. Land safely, if you can, and use Aquila to destroy the blue vines below you, on the second floor of a distant building. Extend a jump with Angel Boost to move over there and continue inside to get the other Lost Soul.



If you're patient, you can use Angel Boost to reach and slash the vines apart with Osiris. This requires multiple attempts, and it's tedious. But it's your time to spend. Impatient players should simply wait for Aquila.



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After ignoring or getting the Lost Souls, use Angel Lift to get across the three blue points around the plaza. Land on the other side, and use Demon Pull to expose a ledge. Leap onto it, and continue jumping toward the center of the plaza. There are tiny floating pieces of land. Use them to reach the blue rose on top of the fountain. This sends Dante into a dream.

The dream sequence teaches Dante how to use Angel Boost, a technique to move quickly through the air (and cover more distance while jumping). Practice this while advancing through the area. The game explains how to use each technique, and there aren't any hidden items or fights here to slow you down. Take your time and master Angel Boost as best you can. When you repeat this mission, it's possible to skip the dream sequence entirely, so you can get a *much* better time on subsequent runs through Mission 03.

At the end of the dream world, there is a large block of glowing stone. You've seen these before. Hack into the stone with Arbiter to break the chain it holds, and soon Dante returns to Limbo.

While you've been gone, demons have gathered once more. They're not content to let you go away unharmed.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: PATHOS (2), LESSER STYGIAN (5), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), STYGIAN (3)

DANTE MUST DIE!: SHIELDED BATHOS (2), ELITE STYGIAN (3)

WAVE 2

NORMAL DIFFICULTY MODES: RAVAGER (2)

ENHANCED DIFFICULTY MODES: RAGE (2)

DANTE MUST DIE!: RAGE, WITCH



Don't jump off the top of the fountain yet. Kill the two Pathos that attack while you're safe from the demons below. Demon Pull each Pathos to your location, execute them with Rebellion swings, then drop down.

Stygians and a Death Knight are on the ground. Use Osiris swings while the Stygians are close by, and plow into the Death Knight with Arbiter if you're worried about his shield disrupting your attacks. Make sure to mix up the attacks you're using to ensure that you get the most Style points possible.

When these enemies fall, two Ravagers climb out of the ground. Try to get one or both of them airborne before they frenzy. This allows you to kill them more casually, without worrying about evading many of their attacks. Arbiter's launching attack can be used at medium range, so this is a good option if you're scared of getting close to two Ravagers at the same time.

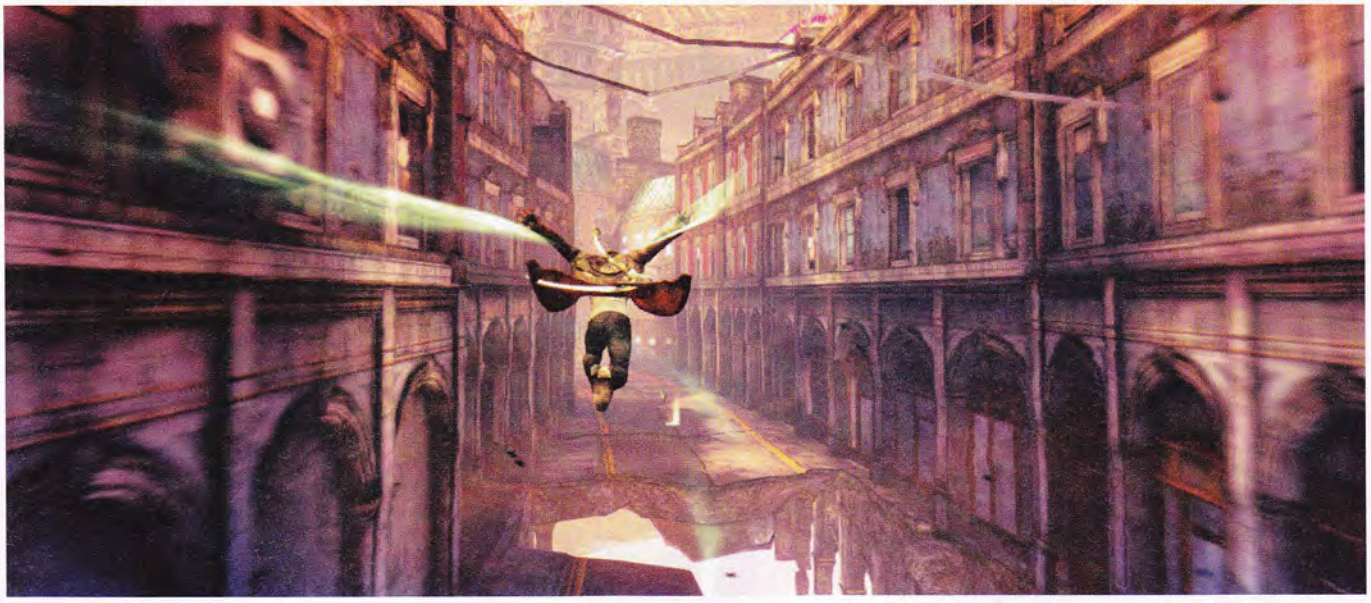
Devil Trigger Time

Son of Sparda and Dante Must Die! make this final fight of the level much harder. This encounter ends with high-quality enemies, and you really should save your Devil Trigger for the Rages (or Rage and Witch combination on Dante Must Die!). Defeat these as quickly as possible during Devil Trigger mode to ensure that you get Style points racked up before having to fight these tougher enemies together.



ENHANCED DIFFICULTY

Walk through the archway again, and use your newfound Angel Boost powers to leave the level. Kat is waiting for you on the other side of the broken street. Approach her to complete the mission.



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Under Watch

MISSION 4



Copper Door	Gold Key
Argent Door	Ivory Key
Gold Door	Lost Soul
Ivory Door	Start
Copper Key	End
Argent Key	Boss

KEYS: ARGENT KEY, GOLD KEY

SECRET DOORS: COPPER CHALLENGE, ARGENT CHALLENGE

LOST SOULS: 8

Walk a few steps down the road where you begin. There are cameras throughout this region, and Dante can't help but be noticeable. Once he's spotted, demons race into Limbo to fight him.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (2), STYGIAN (5)

ENHANCED DIFFICULTY MODES: LESSER STYGIAN (3)

DANTE MUST DIE!: STYGIAN (3)

WAVE 2

NORMAL DIFFICULTY MODES: RAVAGER

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (2), WITCH

DANTE MUST DIE!: STYGIAN (2), ELITE STYGIAN (3)

WAVE 3

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: SHIELDED PATHOS (2), RAVAGER (2)

The first wave of the battle contains a wall of lighter targets. Use Osiris to kill them rapidly. This is an entertaining brawl where you can score Style points quickly and without much risk. The Lesser Stygians add to the fight as you go, but they are not a reputable threat.

After the wave is defeated, a Ravager attacks. If you're still getting used to this foe, knock it into the air with Rebellion's normal launching attack, and Angel Lift up to it. Slash into the Ravager again and again, Angel Lifting over to your target if it drifts out of range. The Ravager will disappear soon if you treat it in such a brutal manner!

Look around when the dust clears. Loot can be found!



Let's See the Real Fight

On Son of Sparda difficulty, a Witch surprises Dante in this early encounter. Focus all fire on her. She's the only curveball in the fight.

For Dante Must Die! mode, you get an extra wave and plenty of additional foes to defeat. All of the Stygians are more defensive on this level, so evade behind them or attack when they have their weapons raised for cleaner combos.



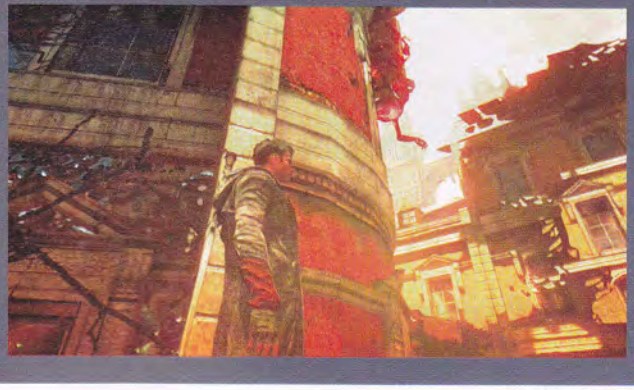
ENHANCED DIFFICULTY

Lost Soul #19 and #20



Around the corner, on the right side of the street, is a recessed section with a Lost Soul. Cut it free.

Afterward, walk down the left alley and Demon Pull some debris to make a ledge. Angel Lift up to that landing, jump toward the corner of the building, and then listen. Another Lost Soul is here! It's right by the building's edge, a little above your current position. Jump, turn, and slash it down.



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After getting the Lost Souls, Demon Pull another ledge (across the street). Angel Lift over, and look for the camera over the archway ahead of Dante. Jump closer to that position and Demon Pull the camera off of the wall. That's it; you can continue now.

Advance along the main avenue until Mundus finds a way to stop your progress. This time he destroys the entire road, leaving no way for you to move on. After the cutscene, look down the alley on the left (opposite the way Kat indicates).

Lost Soul #21



A Lost Soul is hanging over the alley. You pass underneath it while entering the area. Turn, jump, and give the soul its freedom.

Walk down the alley on the right after you free the Lost Soul. This route breaks off again, to the right after a small set of stairs. You can't do anything down that way until you get Eryx. Once you have Eryx, return to this mission and break the doorway that appears at the end of that side path.

ARGENT KEY

Break through the red wall with Eryx and look for an Argent Key inside the cubby.



Keep exploring the alley. A strange, spinning vortex of energy appears when you near another archway. Use Dante's guns to destroy this trap before it can fire at him.

Go through the archway, into a plaza with a fountain. Double-jump and Angel Boost over a pit to approach the fountain, and draw your weapons. More demons are here.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED PATHOS, STYGIAN (2)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS, RAVAGER (2)

DANTE MUST DIE!: SHIELDED PATHOS, DEATH KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER

ENHANCED DIFFICULTY MODES: HARPY (2), FROST KNIGHT (2)

DANTE MUST DIE!: HARPY, HELL KNIGHT (2)



It's time to learn how to fight more dangerous flying creatures. Shielded Pathos have direct-fire weapons, and they're immune to light attacks. Defeat them by using Demon Pull twice in a row. This knocks their shield aside initially, and then pulls the creature toward Dante. Cut the Shielded Pathos down at close range, and get to work on the Stygians that are here.

Or, you can Demon Pull and then Angel Lift to take out the shielded creatures (both Bathos and Pathos). Doing this lets you kill them in the air, where Dante is sometimes safer from any supporting demons on the ground. In this case, both methods are highly effective.

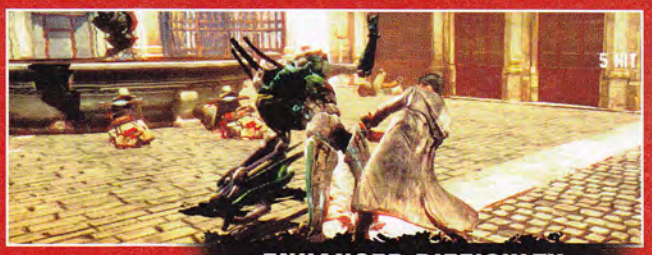
More Pathos and a Ravager appear as a second wave. Use the same tactics to kill the Shielded Pathos quickly, launch the Ravager, and dispatch it.

Before you leave the plaza, look around for a Lost Soul.

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Similar Threats

You get a little break on this fight. The higher difficulties don't force you to deal with foes that are greater threats. The fliers in the second wave are upgraded to Harpies. Angel Lift up to them for fast kills instead of trying unsuccessfully to pull them down to you. Otherwise, this fight is similar to the one on one of the normal difficulty settings.



ENHANCED DIFFICULTY



Use the dry fountain to jump to the Lost Soul on the side of the building. Let it loose with a midair combo.

Get onto the fountain again, and look at the archway where you entered. An Angel Lift location is nearby. Angel Boost toward it and use it to pull Dante up to the rooftops. To your right is a Lost Soul. Jump and bring it peace.

Leave the plaza and take the only available route forward. You meet Kat again, but the reunion is ruined when the buildings try to crush Dante. Hurry through the narrowing gap, using Angel Boost and double-jumps to make it over the fissures before the buildings splatter you. On the other side, more enemies converge.



A GOLD KEY TOO!

The second Key in the area is near Lost Soul #4. Go into the open doorway on the rooftop, and search for a small balcony on the other side of the building. Take the Gold Key!



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: FROST KNIGHT
ENHANCED DIFFICULTY MODES: FROST KNIGHT
DANTE MUST DIE!: FROST KNIGHT

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (2), FROST KNIGHT
ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), TYRANT
DANTE MUST DIE!: STYGIAN (4), RAVAGER (2)

WAVE 3

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), LESSER STYGIAN (4), RAVAGER
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: SHIELDED BATHOS (3), DEATH KNIGHT (3)

WAVE 4

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: BUTCHER

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The battle starts off gently. You learn about facing Frost Knights. They're immune to Demonic weaponry, so it's all a matter of using Osiris (and later Aquila) to remove these foes from the battle. Launch a Frost Knight to disable their attacks, and cut them apart in the air with any of Osiris' combos. You can even stay on the ground and use Osiris to juggle the Frost Knights for quite some time.

When the first Frost Knight falls, another rises (with Stygians to back it up). Use Osiris' wide attacks to wound them all simultaneously. However, remember to evade if a Frost Knight shoots a line of cold energy along the ground toward you.

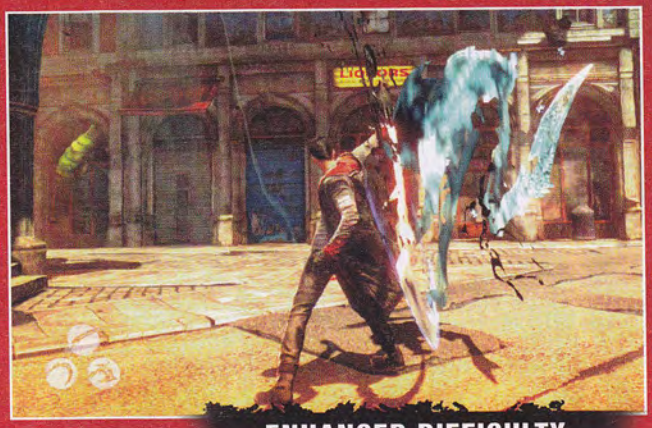
Finally, the big wave appears. Demon Pull two Shielded Pathos out of the sky, kill them, then cut through Lesser Stygians and their Ravager leader. Only evade if you see the Ravager turn yellow (with frenzy). This creature can't be disrupted when that happens, so stay on the defensive until the demon misses Dante and loses its frenzied state.

Dante Really Must Die, If You Aren't Careful

Dante Must Die! alters this fight considerably. You have to clear four waves of demons, loads of Ravagers and Death Knights, and still defeat a Butcher at the end. That's a lot to handle.

A short Devil Trigger is worth holding back for times when you're in trouble. Use this if your health gets low, or if combos start to break. Let that be your fallback. None of these waves are too brutal individually, so it is better to save Devil Trigger for any setbacks.

Make sure to get out in the open when facing the Butcher. You can't evade this monster's ranged attacks as well if you don't have room to maneuver. Get to the center of the street for maximum space.



ENHANCED DIFFICULTY

Three roads split off from your current location. The one on the right is where you should explore initially. Look for an Angel Lift near a Divinity Statue. This landmark lets you know that you are in the right place.

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Pull Dante up to the upper ledges and use Osiris to cut through the blue vines on another ledge across the street. There is a door beyond the barrier.

UNLOCK A COPPER CHALLENGE

Bring a Copper Key here to unlock the door and gain access to a new challenge.



OPEN AN ARGENT DOOR

The door far ahead of Dante is the way to reach an Argent Challenge. You need to get to the far edge of the balcony, double-jump, and Angel Boost as far as possible toward the door. Angel Lift to pull yourself up to it when you're near, and unlock the door whenever you want.



Next, follow Kat into the alley on the left side. She'll spray a symbol on some stairs there. Demon Pull these makeshift stairs out from the wall, and use them as a stepping stone. Demon Pull more ledges out from the building to get up to another rooftop.

The final camera is close. Hop down onto a slightly lower roof and Demon Pull the camera. The demons are not happy about losing their eyes in the sky, so expect a fight within moments of your victory.

Lost Soul #24



Look at the back end of this road while you're standing on top of the ledges. A Lost Soul is back there, at your height. Double-jump toward it, Angel Boost to get even closer, and then cut the Lost Soul down.

Jump around the edge of the balconies, and tear down a second camera on the upper tier. Before hopping down, look ahead. There's still another secret here.



Lost Soul #25 and #26



Turn around on the roof and look at the brown building across the way. A Lost Soul is waiting for help. Jump across, Angel Boost to the Soul, and save it.

Return to the rooftop the same way you did before. Equip Arbiter and break through a door at this point. You find another Lost Soul inside a small room. That's the last one for this mission.

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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), LESSER STYGIAN (3), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: HARPY, LESSER STYGIAN (3)

DANTE MUST DIE!: SHIELDED PATHOS (2), ELITE STYGIAN (3), DEATH KNIGHT

WAVE 2

NORMAL DIFFICULTY MODES: LESSER STYGIAN (3), RAVAGER

ENHANCED DIFFICULTY MODES: RAGE, BLOOD RAGE

DANTE MUST DIE!: HARPY (2), WITCH

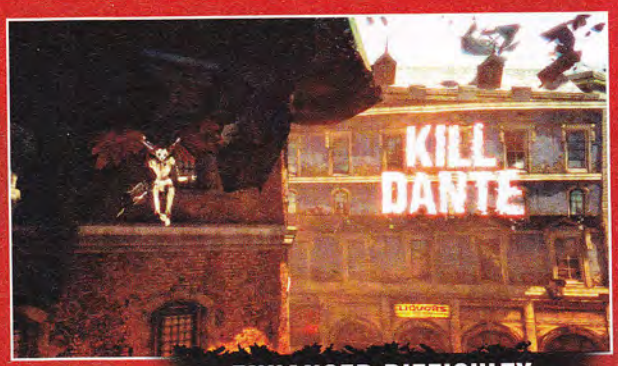


Demon Pull the two Shielded Pathos over to Dante before stepping down off the roof. Kill them, and descend to engage the Lesser Stygians and Death Knight below. Use heavy Arbiter swings to break the Death Knight's shield, and crush the Stygians once this monster is dead.

Tough Times

This encounter is quite a challenge on Son of Sparda and similar difficulty modes. The Rage and Blood Rage wave is a good test of your multitasking. Keep the normal Rage pinned with Round Trip and launch the Blood Rage when you can. Try to alternate damage so you don't end up with a frenzied Blood Rage at the end of the encounter. Kill the normal Rage first, if you have any say in the matter. At least between frenzies you can use Round Trip on this creature.

Dante Must Die! ends with a Witch and two Harpies. If you don't want to use Devil Trigger at this time, go around the corner into one of the side streets. The Harpies are likely to follow first, and you can kill them without as much influence from the Witch. If she shields either Harpy, Angel Lift over to the Witch and punish this demon for her insolence. When she re-shields herself, go back to what you were doing previously.



ENHANCED DIFFICULTY

More of their kind appear, and a Ravager also appears. Use a few ranged attacks to soften these foes if you're nervous, and launch as many targets as possible if you're having trouble evading their strikes. Otherwise, use long combos of attacks, use Evade at the last moment to get practice and bonus points, and finish your enemies off as quickly as possible.

The road in the center is your only avenue left. Walk down the road and keep your wits about you. A sudden wave of demonic energy begins to collapse the area. Use Angel Boost for speed and race through the section as best you can. Angel Lifts are available if you start to fall and need help, but they're not necessary for getting through the section.

Have your ranged attacks ready. A spinning trap tries to nail you halfway through this traversal section. Angel Boost three times to get close enough, and then shoot it. After the trap is destroyed, move on.

Dante falls down a long slope in the next building, but he escapes during an awesome cutscene. As it ends, you face your final group of demons in this mission.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), STYGIAN (3)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), ELITE STYGIAN (3)

DANTE MUST DIE!: SHIELDED PATHOS (2), ELITE STYGIAN (3)

WAVE 2

NORMAL DIFFICULTY MODES: FROST KNIGHT (2)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (2), FROST KNIGHT (3)

DANTE MUST DIE!: FROST KNIGHT (2), TYRANT

WAVE 3

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER (2)

ENHANCED DIFFICULTY MODES: TYRANT (2)

DANTE MUST DIE!: SHIELDED PATHOS (3), STYGIAN (4), BUTCHER

WAVE 4

NORMAL DIFFICULTY MODES: TYRANT

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: N/A

This battle consists of four waves of mayhem. Demon Pull the Shielded Pathos in waves 1 and 3. After eliminating those foes, you can murder the lesser enemies without any real problems. For the Frost Knights in wave 2, try to launch them with Osiris, jump after them, and use aerial combos for slightly higher damage. You won't have to worry about the spare Frost Knight's ranged attack, because this attack is ground based.

All of this leads up to the real fight: a Tyrant attacks during the fourth wave. Tyrants are fat, ugly creatures. They'll charge if you're at range, swing their large fists up close, and take major punishment before giving up the ghost.

The trick is to back up, let these beasts charge, and use evade at the last second. Timed well, this allows Dante to turn and Demon Pull the Tyrants onto their backs. They'll be quite exposed and take major damage. Use Arbiter to carve through them.

Failing that, approach from the rear and strike with Rebellion until the Tyrant starts to turn around. Immediately use evade (otherwise you're going to eat some serious damage). Repeat this tactic to get in light hits until the Tyrant dies.



Save It for the End

Son of Sparda difficulty ends the level with a double Tyrant fight. Use Devil Trigger to slim one of them down, and finish it as soon as you can.

For Dante Must Die!, the final battle is pretty tough indeed. The second wave has two Frost Knights and a Tyrant. Keep the Frost Knights between Dante and the Tyrant so the fat monster keeps running over his companions. Save your Devil Trigger.

Instead, use it on the third wave. The Butcher sometimes takes out the fliers for you (using its aerial fan attack). But, you're probably running low on health or good luck by now. Use Devil Trigger to wound the Butcher as much as you can. If it lives, get behind the Stygians and kill all of them before you finish the Butcher. Use Angel Evade to dodge its ranged attacks, and let its blades do some of the work against the Stygians.



ENHANCED DIFFICULTY

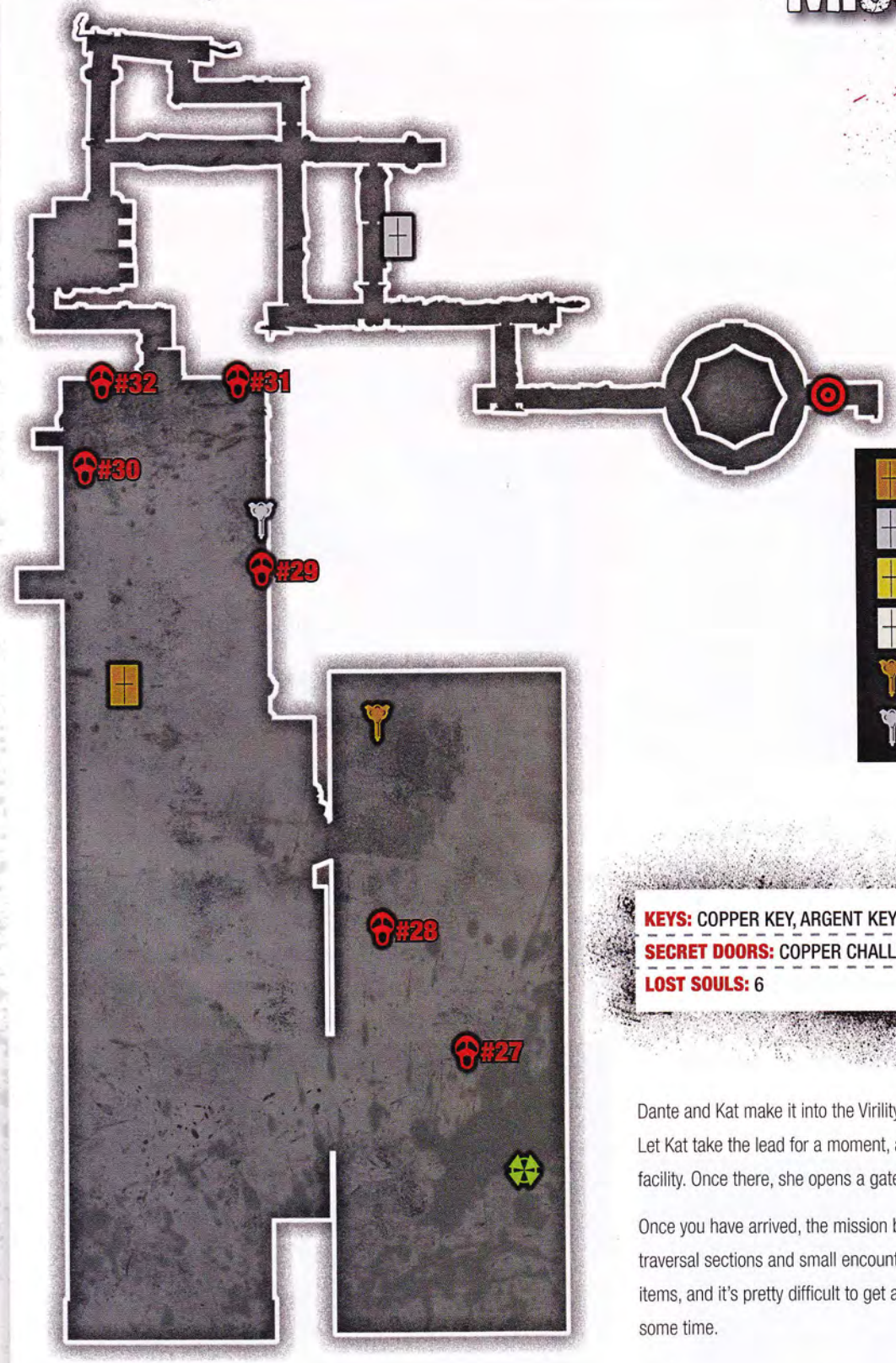
To finish the level, jump and use Angel Boost across the collapsing chapel. When you run out of ground, switch to Angel Lift to cross the remainder of the room. This is a fun sequence with an interesting conclusion. Enjoy yourself! And don't worry, falling hurts a little but won't automatically kill Dante, unless you're playing on Heaven or Hell (or Hell and Hell) mode.



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Virility

MISSION 5





KEYS: COPPER KEY, ARGENT KEY

SECRET DOORS: COPPER CHALLENGE, ARGENT CHALLENGE

LOST SOULS: 6

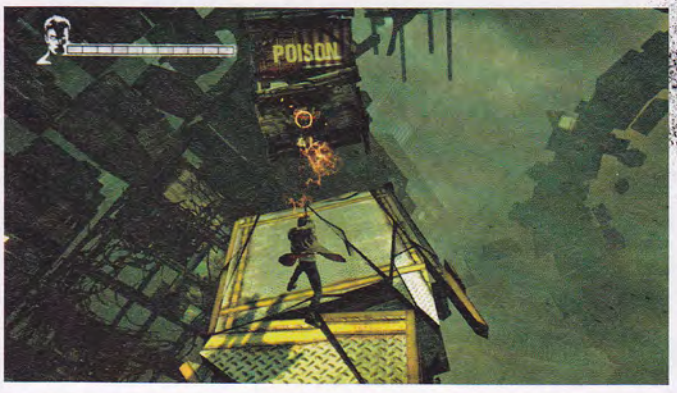
Dante and Kat make it into the Virility warehouse without much more trouble. Let Kat take the lead for a moment, and she takes you into the depths of the facility. Once there, she opens a gate into Limbo. Head on in!

Once you have arrived, the mission begins properly. Dante has a mix of traversal sections and small encounters. This level has quite a few hidden items, and it's pretty difficult to get all of them without searching for quite some time.

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Jump onto the floating walkways ahead. Take the left branch when the path forks. Demon Pull a cargo container out so that Dante can walk on it, and continue in that direction for a short time. Work your way up and look for an Angel Lift at the top of the containers.





Use Demon Pull and Angel Lift to get around the next couple of obstacles, but stop when you reach a tiny island with Demon Pull spots in front of Dante. Turn and look up and to the left. An Angel Lift is way up above.

Double-jump and take that short route to reach a Lost Soul. Jump carefully back down after getting it.

Advance toward the larger platform ahead. That's where you encounter the first few demons in this mission.

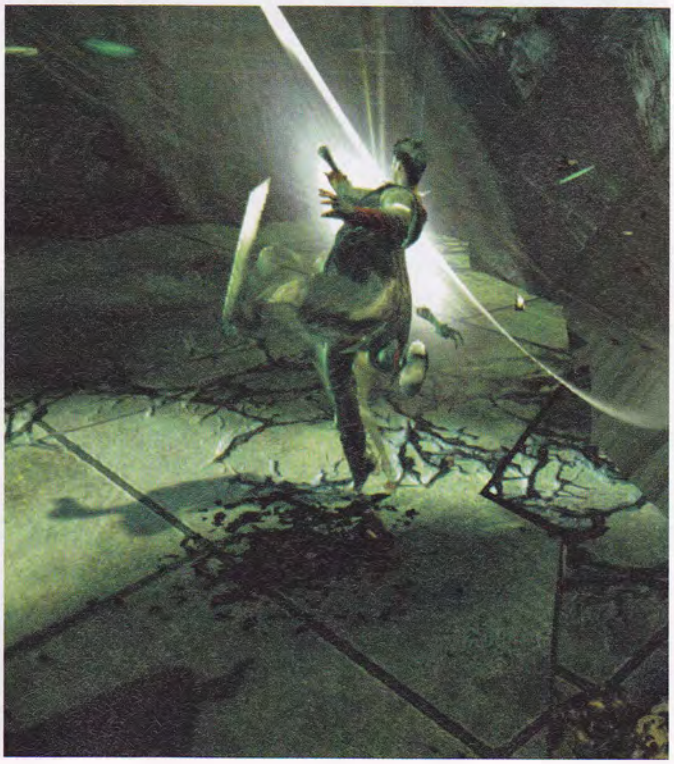
FIGHT!

NORMAL DIFFICULTY MODES: PATHOS (2), STYGIAN (2)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), STYGIAN (4)

DANTE MUST DIE!: SHIELDED PATHOS (2), STYGIAN, ELITE STYGIAN

This is a small, simple fight. Kill the Stygians before the Pathos appear, and use fast Demon Pulls to expose the Pathos and gun them down (or Angel Lift toward them for melee kills).



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Work Out the Kinks

Even at the highest levels of difficulty this could be considered a warm-up fight. Demon Pull the Pathos out of the sky, then clear the field of the two Stygians. Having an Elite Stygian in there makes the fight a bit more defensive, but it doesn't change the dynamic.



ENHANCED DIFFICULTY

Demon Pull a container out from the wall, and get onto it. Now, Angel Lift toward the platforms on the other side of the level. This is where Dante would have ended up if he could have taken the right path (from the beginning of the level).

Perform a careful Angel Lift, Demon Pull, Angel Boost combo to get into a closed cargo container. Walk into a cleared yard on the other side. We hope you got warmed up with the skirmish a moment ago. Now it's time for the real fun.

The new foe in this fight is a Hell Knight. This foul beast is trained to set the world on fire (yes, literally). It uses regular Death Knight attacks and carries the same heavy shield. But, it also has a ground-based fire attack. Keep your finger on the Demon trigger to stay in Demon mode while fighting these monsters. Dante will be immune to the flames. Pound the Hell Knight with Arbiter while it uses its defunct attack, and enjoy a free kill. You can repeat this tactic in wave 2, but slaughter the Stygians first in this battle.

Then, you have the good engagement for the final wave. Kill two more Stygians. Demon Pull Shielded Pathos to knock aside their shields and repeat it to yank them over to Dante. Slaughter them while keeping your eyes on the Tyrant ahead. Evade if it tries to attack before you've finished with the early critters.

Once you're alone with the Tyrant, wait to evade its attacks and then Demon Pull it onto its back. Lay into it with a violent series of cuts, and finish the fight.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: HELL KNIGHT

ENHANCED DIFFICULTY MODES: HELL KNIGHT

DANTE MUST DIE!: HELL KNIGHT

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (2), HELL KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (2), FROST KNIGHT, HELL KNIGHT

DANTE MUST DIE!: STYGIAN (2), FROST KNIGHT, HELL KNIGHT

WAVE 3

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (3), STYGIAN (2), TYRANT

ENHANCED DIFFICULTY MODES: WITCH, TYRANT

DANTE MUST DIE!: RAVAGER (2), TYRANT

WAVE 4

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: BATHOS (2), DREAMRUNNER



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Ah, This Is Where They Hid the Terror

Son of Sparda and the other middle-tier difficulties aren't that vicious here. Save Devil Trigger for the Witch wave, but relax and use your normal combat techniques.

Dante Must Die! gets medieval. A fourth wave is thrown in, and there are a number of high-difficulty enemies to worry about. The Butcher and Ravager stage is the worst. Back off to kill the Ravager in a "safer" environment, and hit the Butcher last. Save Devil Trigger if you can, because it just doesn't help much against the Butcher's extremely high health.

In the final wave, there are two Bathos and a Dreamrunner. This challenge can be made a little easier if you kill the Bathos before the Dreamrunner attacks. The two fliers don't have shields, so this is doable.



ENHANCED DIFFICULTY

There are a couple of things you need to gather before leaving this part of the level. Stop and search the yard thoroughly.



Lost Soul #28

Angel Lifts are on the side of the yard, leading off into the distance. Take those toward a Lost Soul, free it, and then return!

COPPER KEY

Stacks of boxes and containers are on the right side of the yard. Jump up and weave your way behind these to steal a Copper Key.



Now Dante can leave the yard. Take the hallway deeper into the facility and look for a Divinity Statue on the way forward. Stop there, if you need to, and then keep moving. Look on both sides of the following hall. There are more boxes here than you might expect.

COPPER CHALLENGE

Jump onto the boxes along the right wall. Get to the top and look along the other wall. You can see a walkway at this point. Jump over to it and unlock a Copper Challenge.



Take the hallways all the way to their conclusion. Use your pistols to shoot the spinning trap that ambushes Dante around the next corner.

When you get to the end of the route, Dante finds another vertical chamber with small ledges and walkways that lead up to the exit. A few Pathos attack, but it's a cry for help more than a battle. Demon Pull them over to Dante and end their suffering.

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Demon Pull your ledge closer to the path ahead, and walk a few steps forward. Do you hear something?



Lost Soul #29

The next Lost Soul is in a cubby, on the right side of the path. Turn the corner and slice the helpless being down.

Although there are many items to grab here, we'll explain how to get through the room first. It's easier to explore once you've seen the place from higher up. Stay along the right wall and jump with Angel Boost to make your way toward the far side of the room.

The route eventually lets Dante Demon Pull a container out of the wall and climb onto a more stable ledge. A hallway goes deeper into the complex from there. If you approach, it triggers a short battle.

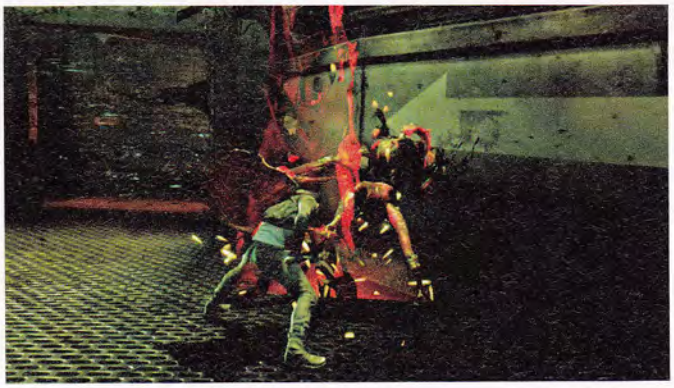
FIGHT!

NORMAL DIFFICULTY MODES: HELL KNIGHT, FROST KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (2), RAVAGER (2)

DANTE MUST DIE!: RAGE (2)

Knock the Frost Knight into the air with Osiris, and abuse the Hell Knight with Arbiter until it perishes.



Or NOT!

The Stygians and Ravagers on the Son of Sparda difficulty levels are moderately tough. You don't have much evasive room, so watch out for the Ravagers. Don't let them back you into a wall. Stay in the middle of the ledge so you always have options.

The two Rages on Dante Must Die! are even worse. Cramped quarters don't make for easy maneuvering. If you don't care about Style points, lead these foes over to the edge and knock them off the platform with launchers and aerial attacks. Otherwise, slug it out as best you can. Eryx is still a good tool for interrupting combos, and launchers buy you time to breathe if you can keep one (or both) Rages off the ground.

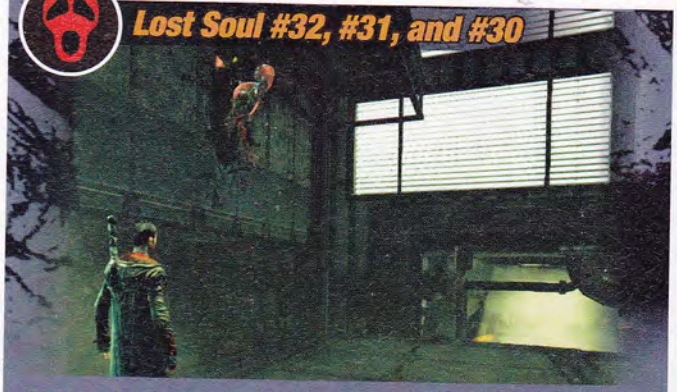


ENHANCED DIFFICULTY

Once you've beaten the fight, jump onto the higher ledges above the platform. Use the boxes on the left portion of the ledge as stepping stones. A Lost Soul is up there, not far above the entrance to that hallway we mentioned.

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Lost Soul #32, #31, and #30



Look on the ledge above the Hell Knight and Frost Knight battle scene. That's where you find the fourth Lost Soul.

Now, drop back to the level underneath you and go toward the other end of the ledge. A Lost Soul is out in the open.



The next soul requires you to use Aquila, a weapon from the later game. Return here after you have it. Get back to the upper ledge, near Lost Soul #4. Look for the blue vines out in the room. They're not far from where you climb up to the upper ledge.

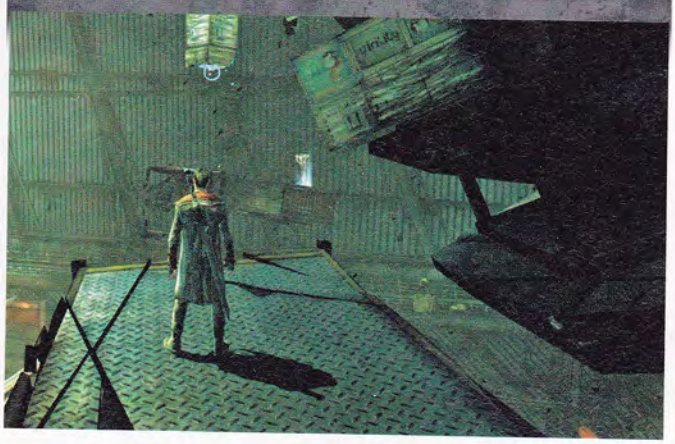
Use Aquila's Round Trip to clear the vines from some red cargo containers. Angel Lift and make your way through the boost rings on the other side of the exposed container. Next, go through another Angel Lift to a high platform. From there, turn around and jump across two smaller platforms. The Lost Soul is on the last one.



ARGENT KEY

The Argent Key is near the entrance of the room, but it's above the place where the path first splits. To get to it, use Angel Boost and glide down from the area where you get the final Lost Soul.

If you don't have Aquila yet, here is another route. Look for Angel Lifts that lead away from the far side of the room (instead of going toward it). Use those to get Dante up above his earlier route through the chamber. Jump and extend it with Angel Boost to get back toward the entrance, then grab the Argent Key.



Leave the large room, using the hallway from the far ledges. The route leads Dante through a medium-sized room, where demons mass and attack. It's been too long since you had a good tussle.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (12)
ENHANCED DIFFICULTY MODES: STYGIAN (12)
DANTE MUST DIE!: ELITE STYGIAN (3), HELL KNIGHT (3)

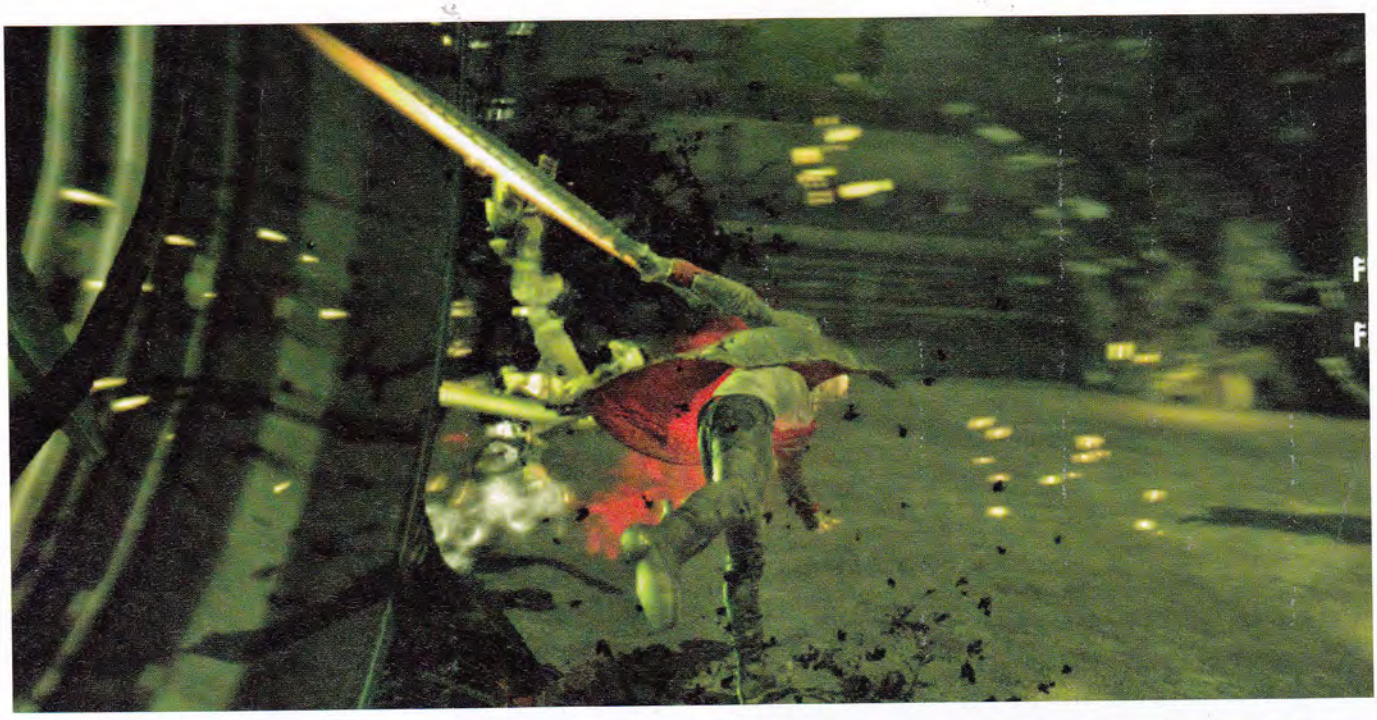
WAVE 2

NORMAL DIFFICULTY MODES: RAVAGER
ENHANCED DIFFICULTY MODES: DEATH KNIGHT, DREAMRUNNER
DANTE MUST DIE!: LESSER STYGIAN (3), WITCH

WAVE 3

NORMAL DIFFICULTY MODES: FROST KNIGHT, HELL KNIGHT
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: N/A

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This fight is great! Stygians keep boiling from the ground. Before they're all gone, a Ravager adds to the encounter. And then, you find a Hell Knight and a Frost Knight as well. Dispatching them quickly with the right weapons will keep you safe.

Use Osiris on the mass of Stygians. They won't be able to use their numbers or position to hurt you if you keep wounding all of them. When the Ravager comes out, continue clearing the remnant Stygians, but launch the Ravager so that it can't attack you while you're still busy.

When possible, jump up to kill the Ravager in the air, and then turn on the Hell Knight and Frost Knight. Launch the Frost Knight with Osiris, and use Arbiter to crush the Hell Knight. The Hell Knight won't be able to make any attacks when faced with that onslaught.

Anyway, have fun. This is an exciting encounter, and it's great for getting a high Style rating.

Time for Devil Trigger

Save your Devil Trigger energy for the second wave of this fight. There isn't a final stage for the higher difficulty tiers, so you're safe to use a little bit against either the Witch or Dreamrunner (depending on the mode you're playing). This makes the fight fairly manageable.



ENHANCED DIFFICULTY

Use your ranged weapons to shoot the three spinning traps that appear at the end of the fight. There isn't anywhere to hide, so pure aggression is your only way to avoid damage.

A tangle of corridors leads to the end of the mission and there is one more fight. To get where you need to go, take two right turns. Jump and Angel Boost over the pools of goo on the floor. Then fight the Death Knight that attacks when you hear "KILL DANTE!"

Pause after the Death Knight dies. Look for a door close by, and smash it with Arbiter.

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ARGENT CHALLENGE

An Argent Challenge waits on the other side of the Arbiter door. If you got the Key earlier in this level, you can open it right now. Otherwise, return here after you've found an Argent Key.



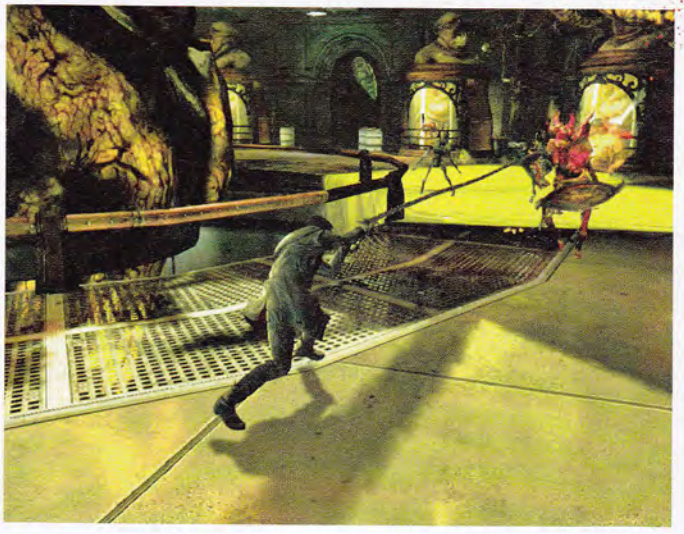
Take the main corridor to its terminus. A Ravager tries to slow you down, but he's alone. Launch it and try out different aerial weapon combos. The mixing room isn't very far ahead. That's where Dante faces the toughest fight of the level, and it is a real challenge.

The first rule of fighting in the mixing room is to watch your footing. Pools of viscous goo gather on the floor, and they are quite dangerous to step in. If you end up in a pool, jump to safety instead of trying to walk out. It's much faster.

Kill the first two waves by Demon Pulling targets away from the goo and slaughtering them off on their own. You may have a bit more trouble on the final wave. That's when two Tyrants attack.

Use the center of the room to block one Tyrant's line of attack while giving the other a decent run toward Dante. This helps to split the two up so you can evade one's charge, counterattack it, and not be subjected to the attacks of the other.

Once you get a single Tyrant down, the other one will be easier to handle. Finish the mission by killing it and meeting Kat on the other side of the room.



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (2), RAVAGER

ENHANCED DIFFICULTY MODES: STYGIAN (3), HELL KNIGHT (2)

DANTE MUST DIE!: SHIELDED BATHOS (2), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (3), HELL KNIGHT

ENHANCED DIFFICULTY MODES: HARPY (2), STYGIAN (3)

DANTE MUST DIE!: LESSER STYGIAN (12)

WAVE 3

NORMAL DIFFICULTY MODES: TYRANT (2)

ENHANCED DIFFICULTY MODES: TYRANT (2)

DANTE MUST DIE!: TYRANT (2)

It Always Was Tough

The final fight here is much worse than usual on the normal difficulties, but it's not that unfair the higher up you go. Most of the targets are similar in type. The real issue is still whether you can avoid the pools of goo on the floor. They create problems for losing your combos, and that's rough when this fight has so much potential for high Style scores.

Find areas where the goo doesn't spill, and fight in those places whenever you can afford it.



ENHANCED DIFFICULTY



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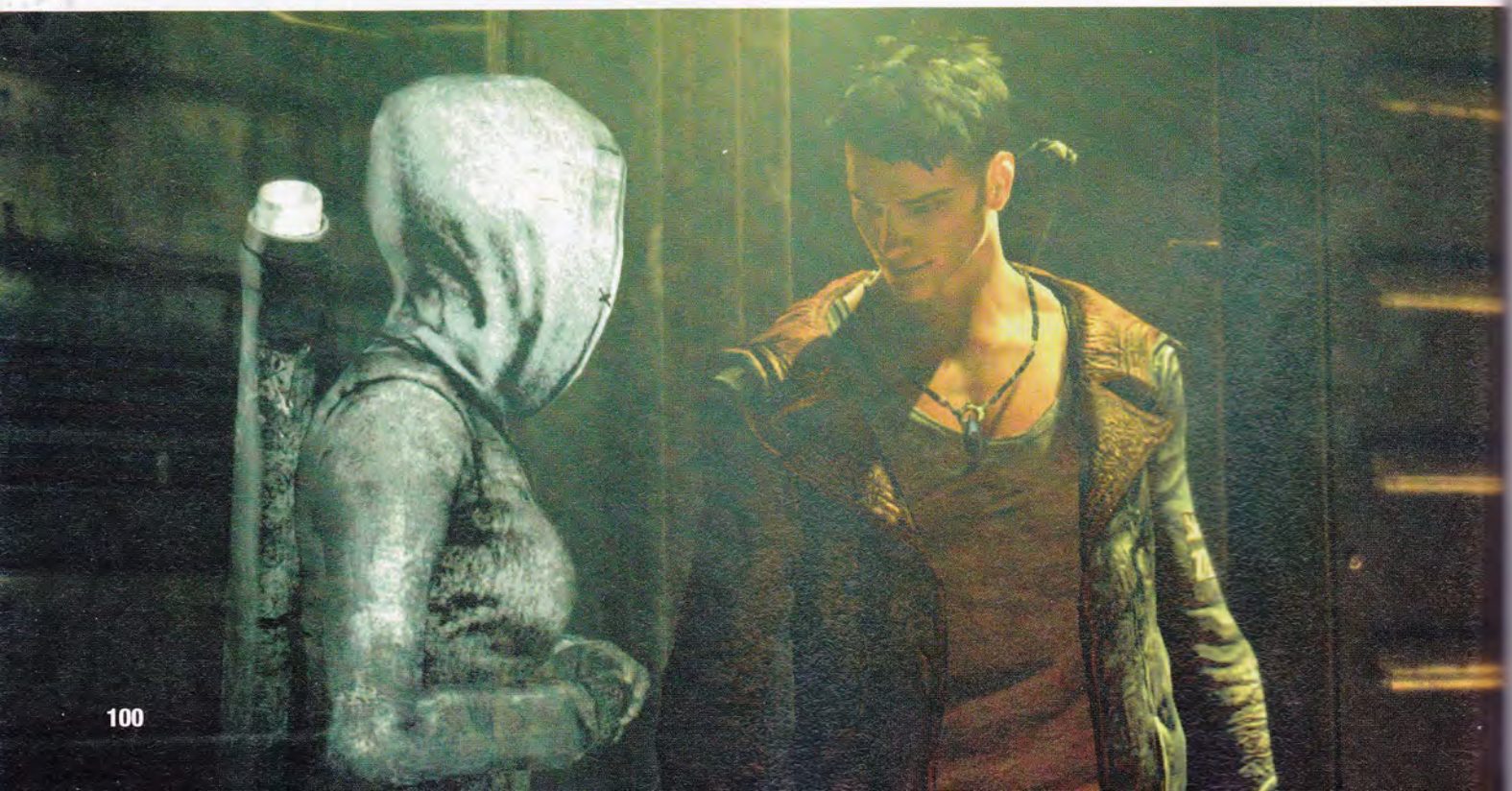
Secret Ingredient

MISSION 6

KEYS: COPPER KEY
SECRET DOORS: COPPER CHALLENGE
LOST SOULS: 2

The first part of this mission is timed. You need to do a few things rather quickly if you want to find collectible items, get Style points, and survive! But before going anywhere, turn around and pick up a Copper Key.





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COPPER KEY

Dante starts with a Key behind him. Turn around, get it, and move out!



The clock is ticking! Run along the tunnel, using Angel Boost to speed Dante up during flat sections. Stygians and a few flying foes are in the area, but these are entirely optional targets. If you have spare time and are trying to score a SSS victory in this mission (and you should be), go after these enemies.

Use Angel Lift and Angel Boost to get across the gaps between sections of the pipe. After getting across the first few gaps, look ahead. There is a ledge that you need to Demon Pull to lock it into position. Do that, and then leap from there to an Angel Lift beyond. Angel Boost across the gap, but don't rush ahead when you land. Instead, turn around and look up.

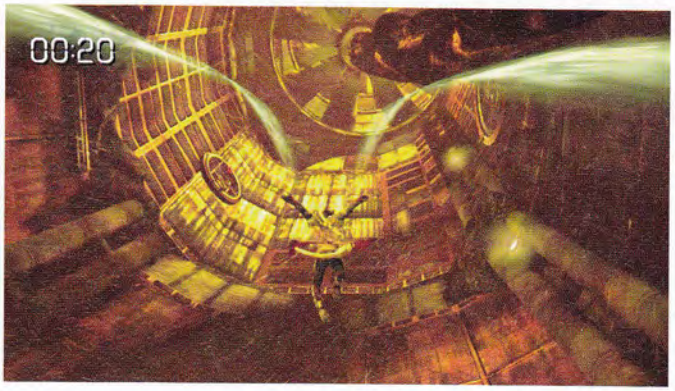
Lost Soul #33



The vertical block behind Dante has a Lost Soul. It's very easy to miss because of all the noise and intensity of this section. Don't worry about taking the time to get this. If you find the Copper Key and the Lost Soul, you can simply restart the mission. You get to keep both of these forever, and the timer can be refreshed so you still have time to fight more demons.

You need roughly 20 seconds to get from the last Stygians over to the grate that ends the timed sequence. Stop fighting when the timer gets low, and rush to the end of the area. Use Demon Pull to open the grate, and watch the short cutscene.

Walk to the end of the next pipe and get Dante down to the flat section below. You're almost to the Succubus now! But first, there are two more things to find.



Lost Soul #34



Before going anywhere, look to the left. On a nearby pillar is a Lost Soul, waiting for peace.

COPPER CHALLENGE

On the left, near the far corner of the room, is a door for a Copper Challenge. If you have a Key to spare, go ahead and use it. A fast double-jump and Angel Boost gets you in position for it.

Walk along the main route and notice that the room has a Divinity Statue, if you need to buy anything. Do so, as needed, and get your bearings. The door into the next chamber is open and unguarded. The Succubus is through there, waiting for you.

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SUCCUBUS

WEAK POINT(S):
Forehead

ATTACK WARNINGS:
Arm Movement

BASIC TACTICS:

- Watch the Succubus' arms to see how she'll attack.
- If the Succubus pulls her head back, get out of the way and rush toward the edge of the platform (she'll blow fetid wind or vomit at Dante).
- Attack the Succubus' hands when she's between attacks, and then aim for her forehead afterward; this is when she's most exposed.
- Use the side platforms to Demon Pull the Succubus' tethers after her health bars are depleted.
- Finish the Succubus off after both tethers have been removed.

After a fierce exchange of words (and epithets), Dante and the Succubus square off against each other. Stay calm and approach the end of the platform, where the Succubus is holding on. This is where you'll do most of your fighting.

Slash at the Succubus' hands with Rebellion or Arbiter. Watch carefully each time the Succubus moves, and be ready to evade if she raises her arms. All of her hand attacks are dangerous if you pull away from the edge, so stick tight near the Succubus' body and evade from side to side instead of backing up. Keep switching sides each time her arms raise, and press the attack once her swipes miss Dante.

Right Between the Eyes

After her melee attacks, the Succubus sometimes makes the mistake of raising her head to see what Dante is doing. Aim for the pink spot where her brain is exposed. The Succubus takes way more damage if you hit her there. Timed correctly and used with Devil Trigger (a power that you get later in the game), this can spell a very rapid death for the Succubus. Even without Devil Trigger you're able to do extreme damage in a short time.



If the Succubus starts to spew ichor over your platform, rush to the sides and Angel Lift toward either of the side areas. You can continue to fight there.

After depleting the demon's health bar for the first time, use Demon Pull to stun your enemy. The Succubus drops lower and starts taking time to recover. Quickly Angel Lift to either of the side platforms and use Demon Pull to rip one of her cables off from its connection. Quickly swing back to the central platform when the cutscene ends, because you won't be able to stay on that side ledge for much longer!

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If the Succubus starts to spew ichor over your platform, rush to the sides and Angel Lift toward either of the side areas. You can continue to fight there.

After depleting the demon's health for the first time, use Demon Pull to stun your enemy. The Succubus drops lower and starts taking time to recover. Quickly Angel Lift to either of the side platforms and use Demon Pull to rip one of her cables from its connection. Quickly swing back to the central platform when the cutscene ends, because you won't be able to stay on that side ledge for much longer!



Now repeat your technique to deplete the Succubus' health a second time. Demon Pull to stun the Succubus again, and use the other side ledge to disrupt the Succubus' other cable.

On higher difficulty modes, the Succubus has access to even more attacks. She sometimes blows gusts of fetid wind at Dante. This is preceded by the Succubus pulling her head back slightly. It's not much of a warning, but it's still helpful to notice. Use Angel Evade to get some distance and avoid damage.

If the ground begins to distort, start running and don't cross back over your footsteps. Energy erupts from the earth periodically, but Dante won't take any damage as long as you're cautious about where you're running.

Get back to the central ledge and go after the Succubus a third time. When you disable her after this stretch, she falls into the foul water below.



Jump and Angel Boost back to the earlier chamber. Advance until you trigger a cutscene. Afterward, Angel Lift toward the island on the right. The Succubus is very exposed here, so you only need to Demon Pull twice to give her some serious trouble. Do that now!

Use Angel Lift to get onto the final platform and use Rebellion to cut the Succubus' hands until she loses her grip and slides back. Watch what happens!



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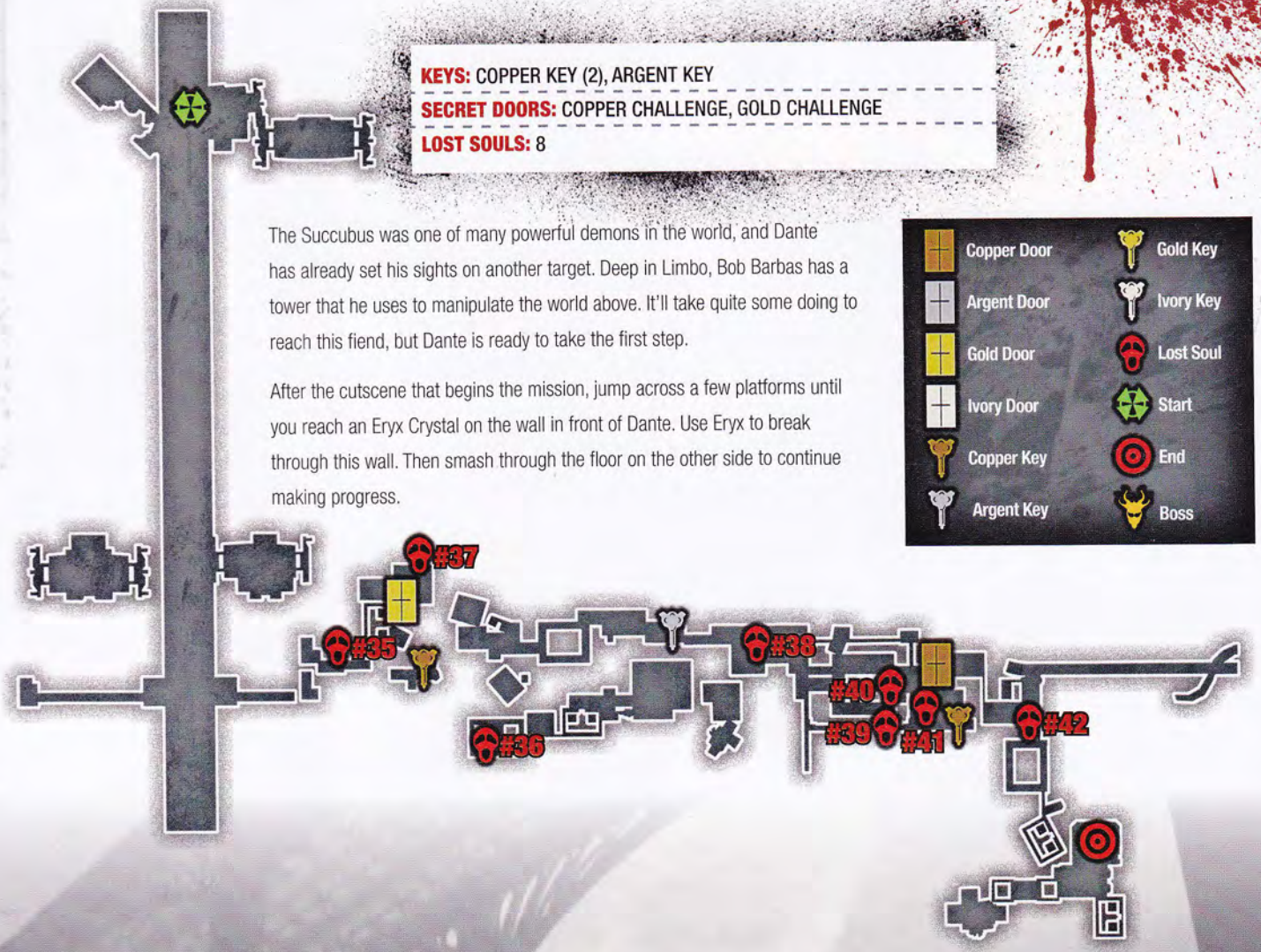
Overturn

MISSION 7

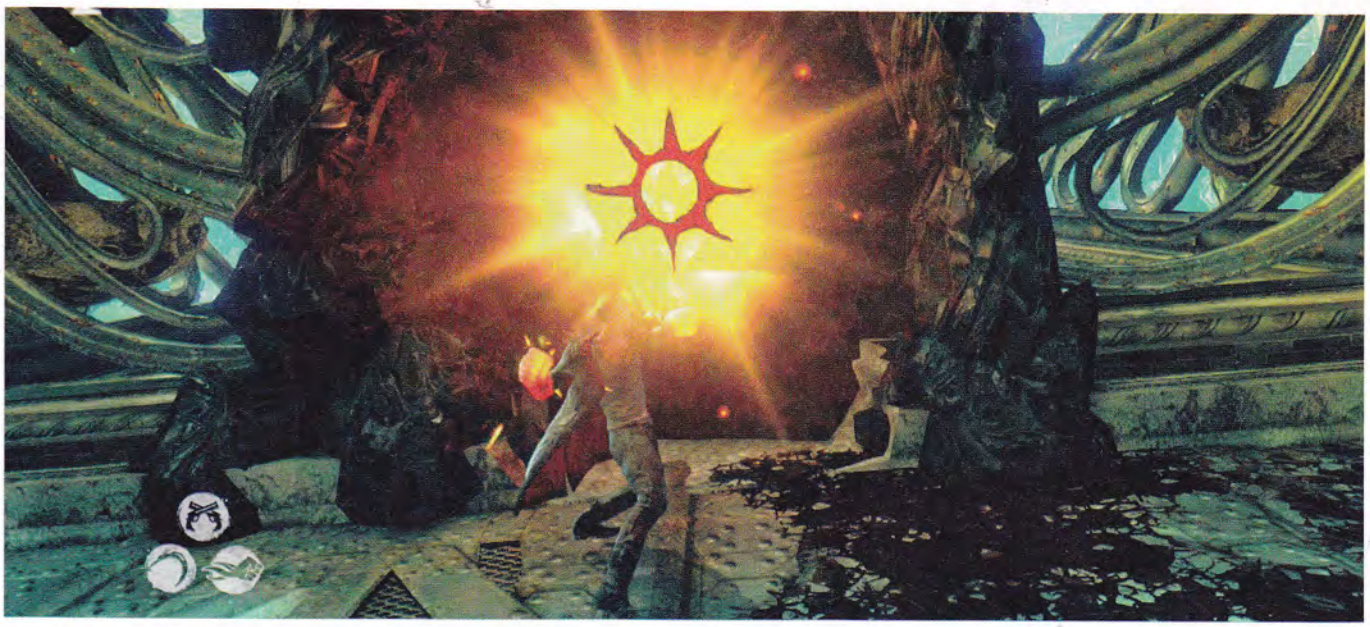
KEYS: COPPER KEY (2), ARGENT KEY
SECRET DOORS: COPPER CHALLENGE, GOLD CHALLENGE
LOST SOULS: 8

The Succubus was one of many powerful demons in the world, and Dante has already set his sights on another target. Deep in Limbo, Bob Barbas has a tower that he uses to manipulate the world above. It'll take quite some doing to reach this fiend, but Dante is ready to take the first step.

After the cutscene that begins the mission, jump across a few platforms until you reach an Eryx Crystal on the wall in front of Dante. Use Eryx to break through this wall. Then smash through the floor on the other side to continue making progress.



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Dante ends up on the underside of a car. Angel Lift across a long gap and use Eryx to smash a truck through a barricade ahead. Double-jump and Angel Boost onto the truck, and then Angel Lift up top. Break another Eryx Crystal, and prepare for your first fight in the mission.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: DEATH KNIGHT (2)
ENHANCED DIFFICULTY MODES: HELL KNIGHT (3)
DANTE MUST DIE!: DEATH KNIGHT (2), FROST KNIGHT

WAVE 2

NORMAL DIFFICULTY MODES: DEATH KNIGHT (2), HELL KNIGHT
ENHANCED DIFFICULTY MODES: DEATH KNIGHT (3)
DANTE MUST DIE!: DEATH KNIGHT (2), HELL KNIGHT

WAVE 3

NORMAL DIFFICULTY MODES: STYGIAN (3)
ENHANCED DIFFICULTY MODES: HELL KNIGHT (3)
DANTE MUST DIE!: HELL KNIGHT (3)

WAVE 4

NORMAL DIFFICULTY MODES: TYRANT
ENHANCED DIFFICULTY MODES: TYRANT
DANTE MUST DIE!: ELITE STYGIAN (2), FROST KNIGHT

WAVE 5

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: FROST KNIGHT, DREAMRUNNER



Two Death Knights erupt from the ground, damaging the floor around Dante. The first one gets to you much faster than the second, and it's possible to solo both of them if you're quick about it. Use Eryx and Arbiter for fast kills against these shielded targets.

Break into the room ahead to continue the battle. More Death Knights attack there. Kill them with the same tricks, and mop up Stygians afterward.

A Tyrant attacks at the end of the event. It'll be at long range, so let it charge, have Dante evade, and then slash the Tyrant's back. Demon Pull it over if you can, for even more free hits. The Tyrant will die in a flash.

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More?

There are more Death Knights and Hell Knights than you can shake a stick at in Son of Sparda mode. Be careful of letting them surround Dante. Movement from one or two enemies can leave you blindsided by the lunging attacks of a third.

Rely heavily on Demonic weapons, since there are no Frost Knights to worry about. Arbiter's Trinity Smash is a great way to score points while distracting the horde around you.

On Dante Must Die! difficulty, pace yourself carefully. Even though the fight is quite similar to the Son of Sparda version, you get a whole new wave at the end. Try not to use Devil Trigger (it's badly needed later in the level). But if you're going to use it, that's the wave to spend it on. Be sure to kill the Dreamrunner with it.



ENHANCED DIFFICULTY

Break through the last door on this long stretch, and watch a short cutscene. Dante has reached the penitentiary, but everything here continues to be upside down. Look for the Angel Lift spot on your left, and pull Dante up to it. Demon Pull some debris over and jump onto it.

Keep climbing through the debris field, using Angel Boost to cross the larger gaps. Stop when you come to an Eryx Crystal. Do *not* use it yet.



Lost Soul #35

Before using the Eryx Crystal, look to the left. A platform across the way has a Lost Soul, and you won't be able to get it if you hit the Eryx Crystal. Free the Lost Soul first, and then move on.

Break the Eryx Crystal and use Angel Lifts and Angel Boosts to move through the new series of platforms. Dante comes to a kind of intersection after that. On the left is a broken building that he can walk on. To the right are a door of blue vines and a series of Angel Lifts. There are collectible items in each direction.

COPPER KEY

Aquila's Round Trip attack can open the vine door to Dante's right. Come back to this level after you've received that technique and Angel Lift into the vine room. Take the Copper Key you find on that path.





Lost Soul #36

Angel Lift twice out of the vine room to reach a small platform with a Lost Soul.

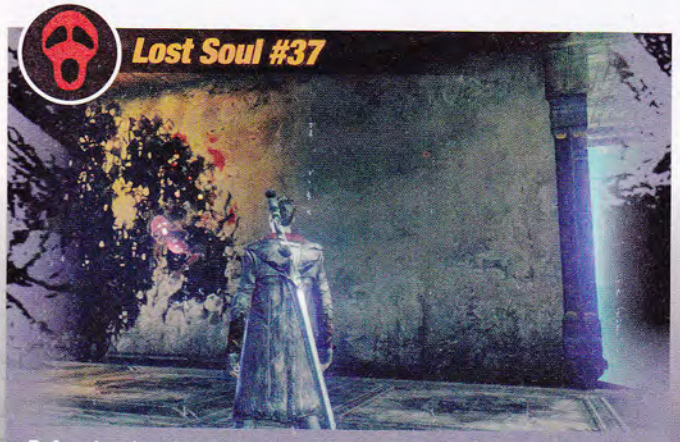
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Return to the intersection and look down the path to the left this time. Walk around the ledge and stop when you find a shipping container and an Eryx Crystal. Turn around. A fenced-off area is behind you. It has a Gold Door and a Lost Soul.

GOLD CHALLENGE

Jump and Angel Boost to the right side of the fenced room. Dante lands on an outcropping that lets him get into the room. If you have a Gold Key, you can unlock a challenge here.





Before leaving the challenge area, free the Lost Soul on the side wall.

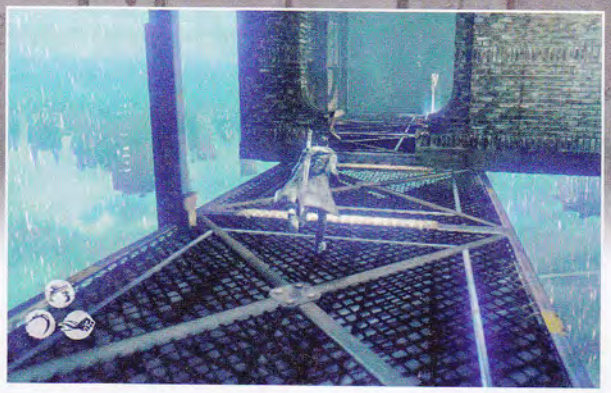
Get back onto the shipping container, punch past the Eryx Crystal, and Angel Lift through the next area. Angel Lift and Angel Boost through another gap, and finally arrive back on solid ground.

Dante spots a strange beast ahead. It doesn't look too dangerous, but maybe it is. Either way, the demon runs off for now.

Look across the gap to your left. There's an Angel Lift point and this is a good time to explore and find out where it goes.

ARGENT KEY

Angel Lift across the gap and search the room on the walkway to discover an Argent Key.



Return to the original walkway and proceed. It's been a long time since you've had a nice fight. Let's hope the demons oblige.

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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (3), HELL KNIGHT

ENHANCED DIFFICULTY MODES: LESSER STYGIAN (2), WITCH, BUTCHER

DANTE MUST DIE!: RAVAGER (2), FROST KNIGHT, HELL KNIGHT

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (3), FROST KNIGHT

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: STYGIAN (4), BUTCHER

WAVE 3

NORMAL DIFFICULTY MODES: FROST KNIGHT, HELL KNIGHT

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: N/A

The night of Knights! Basic Stygians support a good cast of Hell and Frost Knights in this exciting battle. It's a great time to work on your skill with switching quickly between Angelic and Demonic weaponry.

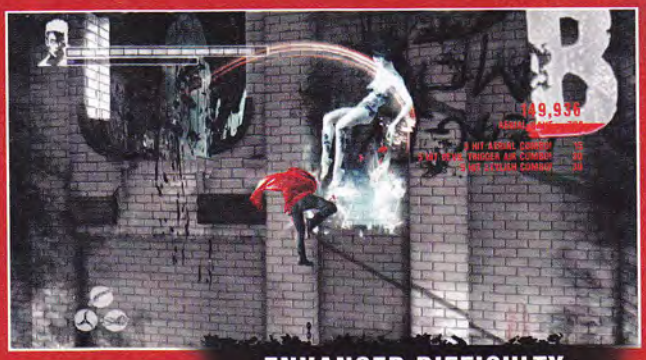
Leave the Frost Knights for last in each wave that has them. It's a bit faster to kill the otherz targets, and the Frost Knights' ranged attack is easy to dodge because it travels across the ground at a slow speed.

When you're done mopping up your foes, look for an Angel Lift high up on the wall. Use it to escape the chamber, and jump toward the walkway that leads deeper into the level. When Dante lands, something begins to stalk him. A new monster is waiting to attack!

Ick

Son of Sparda difficulty only makes you fight a single wave here, but you won't thank them. Use Devil Trigger to eliminate the Witch if you can. Otherwise, focus all of your attacks on her until she's down. Kill the Lesser Stygians, and then solo the Butcher last. Stay far away from the Butcher during the early part of the fight, if you like staying in one piece.

The Dante Must Die! fight is maybe a little easier than the Son of Sparda version. The Butcher is always going to be difficult, but nothing else is that much beyond the call of duty. Try to build more Devil Trigger for the Rages ahead.



ENHANCED DIFFICULTY

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: RAGE (2)

ENHANCED DIFFICULTY MODES: RAGE (2), DEATH KNIGHT (2)

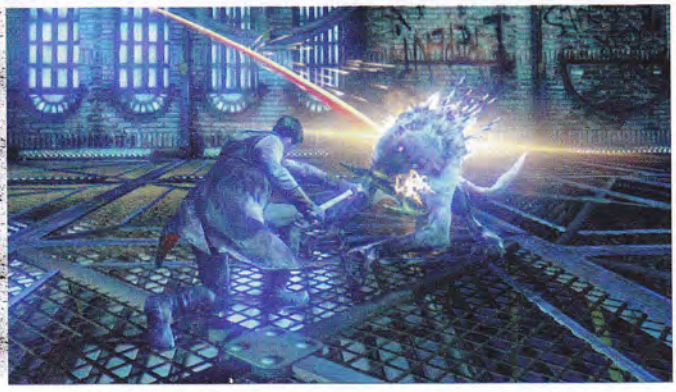
DANTE MUST DIE!: RAGE

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: WITCH, RAGE (2)



Two Rages come after Dante. These are some of the meanest fighting machines in the demon arsenal. They use fast combos, occasional ranged attacks, and high damage to get the job done. In pairs they're even worse; when you kill one of them, the survivor goes into periods of frenzy. They can't be stunned or launched during that time.

Keep Rages airborne as often as possible, and try to damage both targets a little at a time. Managing the encounter this way is better because you don't have to do as much damage to kill the survivor after the first one is eliminated.

Jump through an open window at the back of the room. Look up to find a Lost Soul near Dante.

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Speed Kills

Two Death Knights add to the fight in Son of Sparda mode. Kill the Rages quickly, using Aquila to pin them and Arbiter for damage. This lets you clear the field most of the way before the Death Knights show up. Finish off the last Rage. Then, turn on the Death Knights for easy Style points.

Solo the first Rage on Dante Must Die!. It's not so tough. The second wave is when the terror arrives. Two Rages and a Witch come after you. Devil Trigger now! Kill the Witch and set up Aquila Round Trips against the surviving Rages. End Devil Trigger early to save some of the meter for later. Try to keep the two Rages stunned for the rest of the fight, trading damage between them until they die.



ENHANCED DIFFICULTY



Lost Soul #38 and #39

This Lost Soul is above a fence. It's just after you jump through the window, after the Rage fight.



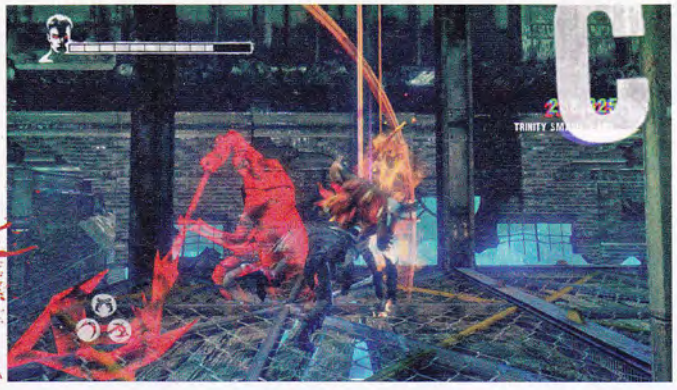
Go around to the back of the elevator walkway. A Lost Soul is on the wall near two red pods. Gather everything that isn't nailed down and return to the front of the elevator.

Run along the new walkway. Dante reaches an elevator, but he's on the wrong floor to get inside it. A few small Rages dash off when they see him coming, but they aren't too important yet.

Now, run along the left side from the elevator. Jump to a higher level when the platform breaks apart, and be ready for trouble. Two Shielded Bathos and a Hell Knight attempt to slow you down. This is not a time consuming encounter, so have fun smacking them around. Pretend like they owe you money.

It's true that the monsters get worse on higher difficulty settings, but this still isn't a real engagement. Kill the flying enemies first. If you get frightened, you can always knock the ground troops off of the ledge with launching attacks for instant environmental kills.

Now climb around the square again. Use Angel Lifts to get Dante up to the fourth floor of the elevator. You soon see the entrance to the machine, but don't go inside. You can snatch one more Lost Soul from the area first.



Lost Soul #40



Two brown boxes are near the elevator entrance. Face those and try to jump out and around them. Angel Boost back to the platform on the other side of the boxes. That's where the Lost Soul is hiding.

Get into the elevator when you're ready to descend. Smash the Eryx Crystal to get it working. Move out when it hits bottom. Go into the next room and look around before using the Eryx Crystal on the floor.

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Lost Soul #41



This Lost Soul is hard to miss. It's on the wall in the room with an Eryx Crystal on the floor. Get it whenever you want.

Smash through the floor and then get your guard up. Rages are waiting!

FIGHT!

NORMAL DIFFICULTY MODES: RAGE (2)

ENHANCED DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

DANTE MUST DIE!: RAGE (2), WITCH

Refine your technique this time against the twin Rages, and don't let them get on both sides of Dante. That makes it harder to dodge effectively. Use Angel Boost to get some distance if you find that you are in an unfavorable position.

Fast attacks with Rebellion and Eryx are much easier to pull off than slow Arbiter swings. And, as always, keep using launching attacks to limit the Rages' opportunities for attacks.



A Tradeoff

The Rages turn into the superior Ghost Rage/Blood Rage combo, but you have Aquila and Devil Trigger on your side now. Use these tools to even the field. This is the last risky fight of the level, so go ahead and use all of your resources.

Remember when you ended Devil Trigger early in the last big fight? This fight is the reason why. On Dante Must Die! you have to kill another Witch and a double Rage team. Use Devil Trigger again. It's the best way to be sure of an easy win. Without that, you have to kill the Witch first and hope that your evading skills are perfect the whole time.



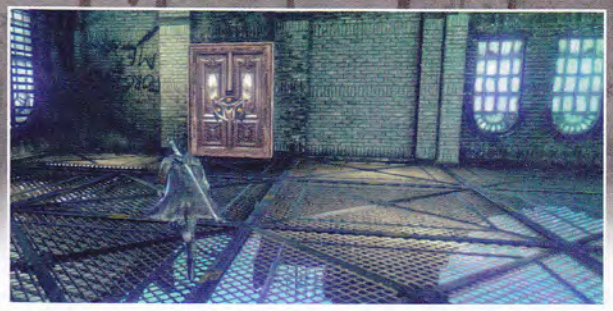
ENHANCED DIFFICULTY

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Before leaving the Rages' room, search for the Copper Door in this area. Then, take the Angel Lift that's high up above Dante to get out. A Lost Soul is up top, and a Copper Key isn't far away either.

COPPER CHALLENGE

A door for a Copper Challenge is against the wall, in the twin Rages' room. Unlock it after the fight ends.



COPPER KEY

The last Key in this mission is near the Rages' area. Angel Lift to the top of the room, turn around, and Angel Boost over to a small platform to obtain the Key.



Lost Soul #42



Take the Angel Lift out of the Rages' room and look for the last Lost Soul near a Divinity Statue.

Angel Lift out of the Divinity Statue's hallway. Run along the long bridge that leads toward Barbas' tower. After a short time you're interrupted, and have to take a side route. Angel Lift and Angel Boost to get over to the side. A strange man is fighting off a few Harpies there. Maybe if you help him, he'll help you.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: HARPY (3)

ENHANCED DIFFICULTY MODES: HARPY (3), DREAMRUNNER

DANTE MUST DIE!: HARPY (3), STYGIAN (2)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: HARPY, DREAMRUNNER

Angel Lift up toward a Harpy, and hit it with a fast Aerial Rave from Rebellion. Angel Lift when it falls back and repeat the attack for the kill. Do this with all three Harpies to win the fight quickly.

For more Style points, use Osiris combos to mix up your moves and keep the combo rewards from degrading. The level ends as soon as you finish the fight.



The Harpies Brought a Friend

Kill the Harpies quickly because you have a Dreamrunner on your tail in the tougher version of this fight. Use fast aerial combos to kill the Harpies. Once they're dead it'll be less difficult to kill the Dreamrunner. Aerial Rave and Osiris attacks are usually your best bets against the Harpies.



ENHANCED DIFFICULTY

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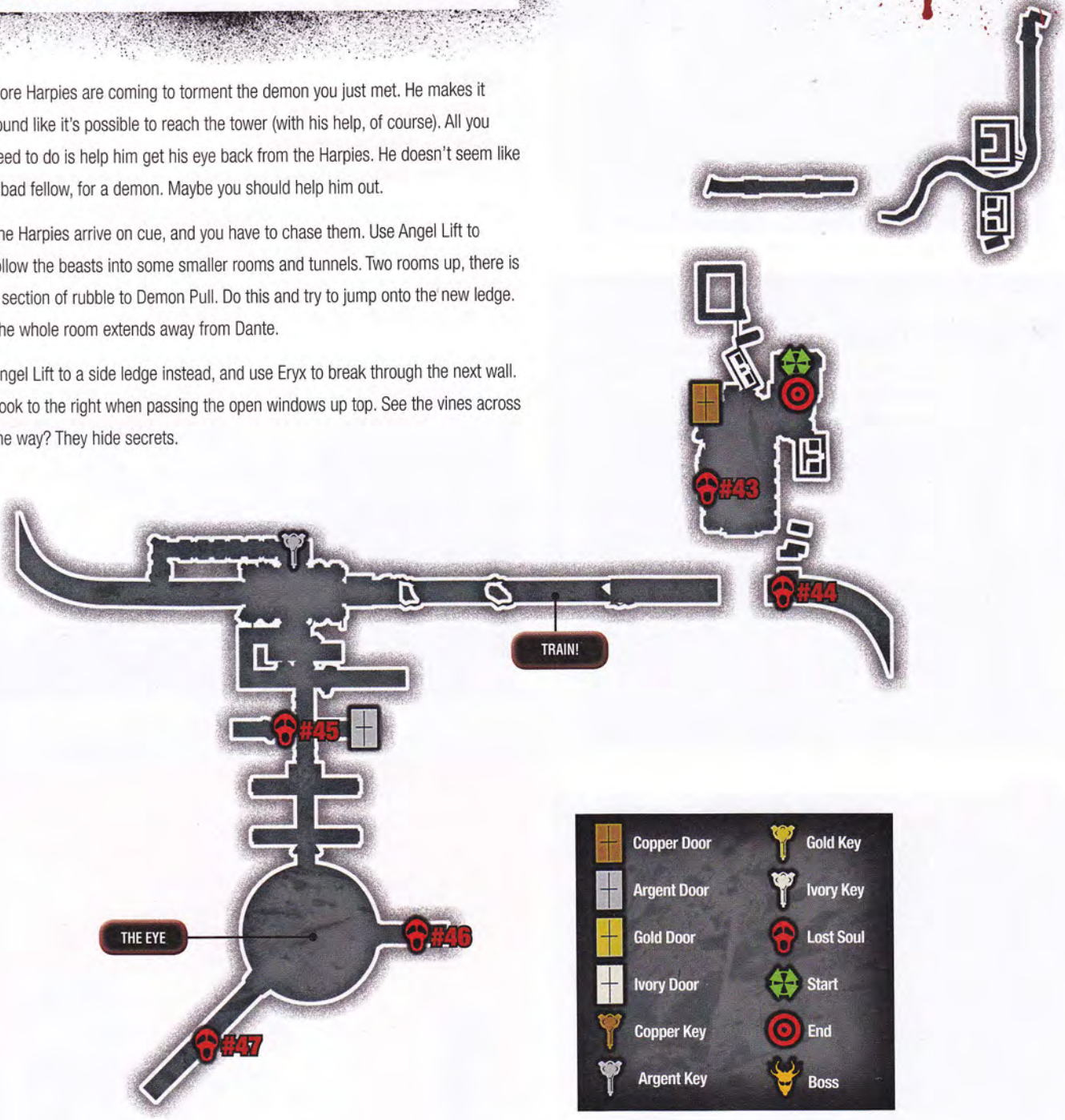
MISSION 8

KEYS: ARGENT KEY
SECRET DOORS: COPPER CHALLENGE, ARGENT CHALLENGE
LOST SOULS: 5

More Harpies are coming to torment the demon you just met. He makes it sound like it's possible to reach the tower (with his help, of course). All you need to do is help him get his eye back from the Harpies. He doesn't seem like a bad fellow, for a demon. Maybe you should help him out.

The Harpies arrive on cue, and you have to chase them. Use Angel Lift to follow the beasts into some smaller rooms and tunnels. Two rooms up, there is a section of rubble to Demon Pull. Do this and try to jump onto the new ledge. The whole room extends away from Dante.

Angel Lift to a side ledge instead, and use Eryx to break through the next wall. Look to the right when passing the open windows up top. See the vines across the way? They hide secrets.



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Lost Soul #43 and #44



The vines can be destroyed with Osiris or Aquila. You might not have Aquila yet though (and that's a far superior weapon for getting the job done). If you're patient, Angel Boost across the gap and hack at the vines until they're destroyed. Otherwise, return here later with Aquila and use its ranged attacks to clear the path.

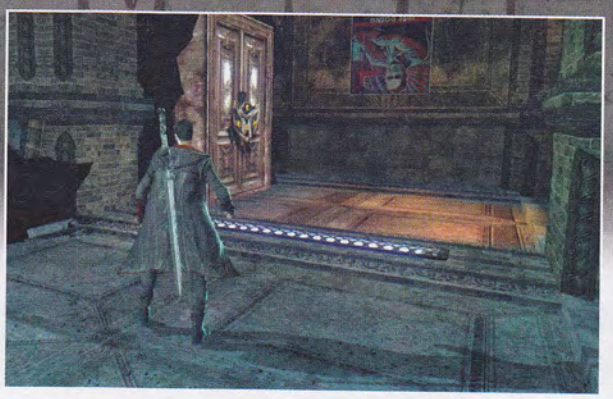


A Lost Soul is on the wall, down this small branch of the tunnel. Get it before continuing.

After looting the area beyond the vines, continue to watch the windows along the top walkway. At the end of the path, there is a section of debris to Demon Pull into position. Do so, and then follow the Harpies into a subway tunnel. Advance carefully, because there is a surprise on the way. Stop Dante just in front of the tunnel entrance. Perhaps Mundus keeps the trains running on time, at least. After the train passes, go into the tunnel and look left.

A COPPER CHALLENGE IS HERE TOO

Once you're in the Lost Soul room, look in a side chamber to find a Copper Door. Unlock this door when you're able and pass its test!



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Now go along the long path in the tunnel, to the right. Jump over the pit that appears, and start watching the lights along the side of the shaft. If your side turns red, get to the other side of the tunnel immediately. The train is coming back.

A sunken station is near the end of the shaft. Drop into it, and prepare for the mission's first encounter.



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: LESSER STYGIAN (4), HELL KNIGHT

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (3), DEATH KNIGHT (2)

DANTE MUST DIE!: STYGIAN (4), DEATH KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (3)

ENHANCED DIFFICULTY MODES: FROST KNIGHT (2), RAVAGER

DANTE MUST DIE!: ELITE STYGIAN (3), RAVAGER (2)

WAVE 3

NORMAL DIFFICULTY MODES: DEATH KNIGHT (2), FROST KNIGHT

ENHANCED DIFFICULTY MODES: HELL KNIGHT (2), RAVAGER

DANTE MUST DIE!: DREAMRUNNER (2)

Three waves of fairly weak enemies attack. It's a mix of different Stygians and Knights. You can also use launching attacks here to knock the enemies into the train when it passes above Dante. These environmental kills, as usual, are fast and easy. They're bad for Style points if you use them on fresh enemies, but as finishers they're fine.



Remember to rely on Demonic attacks for the red Hell Knight and Angelic attacks for the blue Frost Knight. Not only is this the proper way to damage them, it also protects Dante from their elemental attacks.

It's Ravaging Time

Son of Sparda difficulty throws Knights and Ravagers at you throughout the encounter. Of these, the Frost Knights are the slowest to kill. They're great victims for the train's environmental kills if you grow weary of slashing at them with Osiris.

On Dante Must Die!, everything is fairly manageable until the end, when two Dreamrunners attack. Dealing with these defensive powerhouses isn't simple when there are two of them. Use Devil Trigger if you can. Otherwise, back up to range whenever you can to trick them into using their teleport more often. That's their most easily evaded attack, and it lets you see where both of them are at all times.



ENHANCED DIFFICULTY

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When you finish the fight, a side route opens. Don't take it just yet. Use the tiny section of subway shaft that remains unexplored. Walk down there and look for a gate on the right side. It's open. Search within.

ARGENT KEY

Use Osiris or Aquila to cut through a series of vines. Look inside the next room for an Argent Key.



Return to the station and use the side route to continue through the level. Get your guns ready, and use them to defend against two traps that Mundus sends against you. Shoot the yellow blades before they gain enough speed to attack.

At the bottom of the tunnel is a red section of wall. Destroy it with Eryx. Pass the Divinity Statue at the bottom, and follow the Harpies ahead.

Stop when you see the open gates to each side. Take a momentary detour and collect a couple of things.

Take the tunnel to the end, destroying more of the spinning traps as you go. Move slowly, so you don't trigger all of them at once.

When you reach the end of the hallway, leap down into a large room with a domed floor (remember, everything is upside down here). You're going to be walking on glass, making the upcoming fight a bit more precarious.

Demon Pull the eye from its resting place above Dante. This starts the encounter.

Lost Soul #45



A Lost Soul is on the right side of the corridor. It's a freebie.

AN ARGENT CHALLENGE!

The left side has a red door. Destroy it with Arbiter and use an Argent Key to unlock a new challenge.





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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: HARPY (4)

ENHANCED DIFFICULTY MODES: HARPY (6)

DANTE MUST DIE!: HARPY (6)

WAVE 2

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2)

DANTE MUST DIE!: SHIELDED BATHOS, SHIELDED PATHOS (2)

The metallic circle in the center of the dome is safe, but everything else breaks if Dante stands still for too long. What makes things worse is that your enemies don't care; they're all flying creatures. So take a page from their playbook. Angel Lift up to the Harpies that attack, and zip between them frequently to disrupt their attacks against you. Use fast Rebellion swings, and rely on Devil Trigger if you get nervous.

After a moment, two Shielded Pathos enter the fray as well. Demon Pull their shields aside, and then Angel Lift over to them for fast kills. Keep the pressure on, and don't let Dante touch the ground. If you get too close to a wall, rotate your camera while attacking targets so you can see the other enemies in the room (and still target them with Angel Lift).

An Angel Lift appears by the exit, but don't take that way yet. Use the two other passages to explore for a moment.

Take the "Way Out" tunnel and reverse your course to get back to the demon who is missing his eye. Have your guns ready, because there is a spinning trap on the way back up. In addition, enemies infest the subway station. You have to clear them out before you can advance.

Now It's a Tough Fight

The Harpy fight starts to get quite challenging when you raise the difficulty. This one is scary because more Harpies with better defensive attacks are added. They have a short-range explosion now. If a Harpy starts to spin and freak out, Angel Lift to a new target to get out of the way.

Higher numbers also mean more attacks to avoid. Throw in Revenant shots at the end of combos to spray as many targets as possible. This makes your life a bit safer, but high speed and ferocious attacking are still necessary for a good score.

If you have trouble with aerial combat, this is absolutely a good fight to use Devil Trigger on.



ENHANCED DIFFICULTY

Lost Soul #46 and #47



One Lost Soul is down each of the other tunnels (Platforms 1 and 2, if you read the signs). Make sure to get them both before you leave.

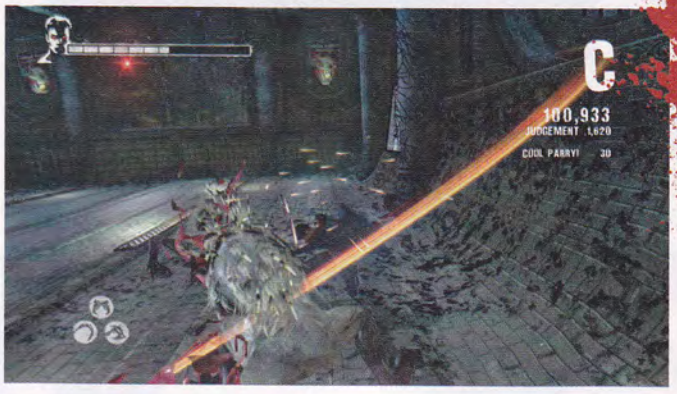
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FIGHT!

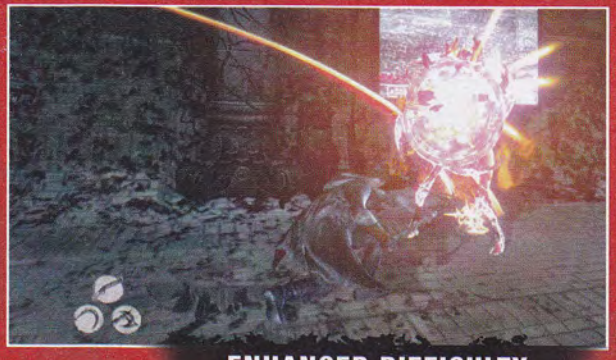
NORMAL DIFFICULTY MODES: RAGE (2)
ENHANCED DIFFICULTY MODES: HELL KNIGHT, WITCH
DANTE MUST DIE!: WITCH, BUTCHER

Two Rages are here. If you saved Devil Trigger from the earlier fights, use it for a fast win against the Rages. Otherwise, use launchers to get the enemies airborne. Trade damage between them so that both die at almost the same time. This prevents the surviving Rage from going berserk and being even more of a pain for the rest of the fight.



Small Fight, But Big Enemies

The targets are better this time around. If you're facing a Witch and want to speed things up, target her preferentially. Getting those girls out of the fight is the best way to keep your time in the SSS range.



ENHANCED DIFFICULTY

Take the subway tunnel back. Two Stygians attack Dante on the way, but that's hardly a fight. Murder them. Even on higher difficulties you don't have to face anything too nasty.

There are also two spinning traps near the end of the tunnel. They're on the other side of a pit. Walk up to the edge while shooting them to ensure that you're within firing range. Don't jump across until they're destroyed.

Another new fight spawns in the next room, after you leave the tunnels.

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FIGHT!

NORMAL DIFFICULTY MODES: DEATH KNIGHT (2), TYRANT
ENHANCED DIFFICULTY MODES: RAVAGER (2), TYRANT
DANTE MUST DIE!: TYRANT, DREAMRUNNER

There isn't much room to maneuver in these cramped quarters. That's a tricky problem when you have a Tyrant on the loose. Try to evade its rush and then Demon Pull the creature from behind. After it falls down, go to town on the demon with Arbiter. If you've mastered Demon Evade, this technique can net you an almost instant kill (and very high points).

Turn on the two Death Knights as soon as the Tyrant dies. If you can't kill the Tyrant quickly, retreat so the Tyrant has to charge again. This lets you keep the Death Knights at range, where they're no serious threat. Repeat this until the Tyrant is dead and it's safe to kill the other enemies.

That's it for the fighting here. Leave the room and bring the eye back to your new demonic friend. He'll be pretty grateful.



Not Too Bad

On Son of Sparda, the Tyrant fight doesn't get that much worse. You can still get everything going in your favor with a skilled Demon Evade, Demon Pull, and Arbiter combo. That's the way to win. The two Ravagers aren't that mean by themselves, and they're quite vulnerable to aerial combos. Get them in the air and slaughter them.

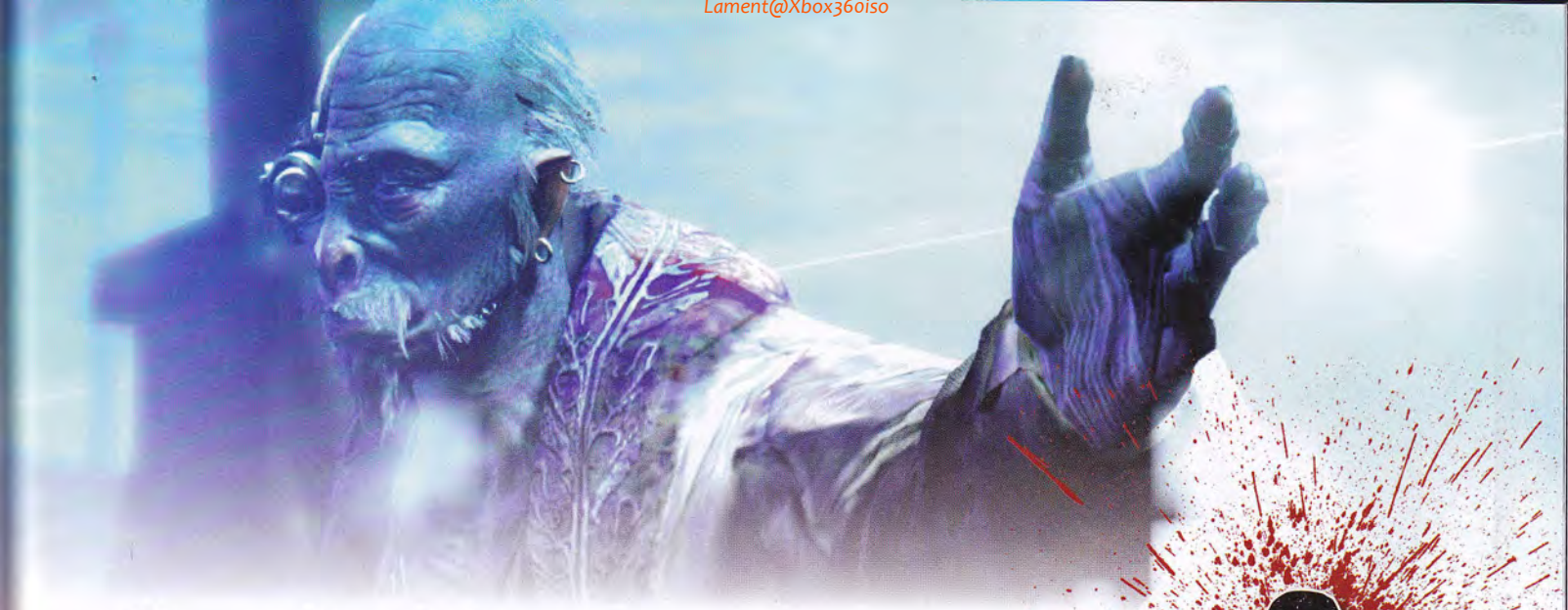
For Dante Must Die!, the best strategy is to be defensive. Getting greedy for hits encourages you to take a Tyrant charge in the back or a sudden Dreamrunner slice when you're working on the big guy.

Instead, fight as an opportunist. Demon Evade the heavier attacks from these two juggernauts and get your fast, safe counterattacks while your damage is buffed. If the other enemy starts to attack, back off and deal with the delay. It's better than eating massive damage and a loss of Style points.



ENHANCED DIFFICULTY

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Devil Inside

MISSION 9

KEYS: GOLD KEY
SECRET DOORS: GOLD CHALLENGE
LOST SOULS: 2

Copper Door	Gold Key
Argent Door	Ivory Key
Gold Door	Lost Soul
Ivory Door	Start
Copper Key	End
Argent Key	Boss

The approach toward the distant tower is easier now that you have a guide. Dante can see things that he couldn't before, but there is something he has to grab from this place before he continues.

Run along the walkway where you begin. At the end of the route is a bricked-up wall. Use Arbiter to smash through the bricks and expose a new tunnel. Walk into the narrow corridor and advance slowly.



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Lost Soul #48



Not far ahead is a Lost Soul. It's behind vines after you turn a couple bends. Use an Angelic weapon to destroy the vines and get into the tiny room behind them. Free the Lost Soul and continue.

You soon reach a ledge, looking out over a fallen creature from an earlier age. With its body is a sacred relic that should help Dante on his quest. You have to retrieve that relic now!

Jump and Angel Boost off of the ledge, and hold down the Jump button to give Dante as much distance as possible while he descends. Repeat this several times to reach the bottom safely. Then jump onto the creature's wing. A blue woman rises from the ground, but she is no friend of yours. Prepare to fight her!



FIGHT!

NORMAL DIFFICULTY MODES: WITCH

ENHANCED DIFFICULTY MODES: WITCH, STYGIAN (2)

DANTE MUST DIE!: WITCH, STYGIAN (2)

This demon is a Witch, a powerful magic user with ranged attacks and frustrating defenses. Her primary trick is to use a shield (on herself if she's in danger, though it can be cast on other demons as well). The shield is a large blue circle that protects the Witch from all non-Angelic attacks. Only Aquila and Osiris help you break through it. Once popped, the shield collapses, and the Witch can be damaged normally. Switch to Arbiter for high damage and swing away at this foul thing.

When Witches scream, it often means that they are preparing ranged attacks. Some are summoned at the ground under your feet; others appear over the Witch's head and fly at Dante after a few seconds. Either way, be prepared to evade.



The Witch on Higher Difficulty

This fight doesn't change too much when you play it on the higher difficulties. A couple of Stygians help the Witch, but she's still the primary concern. Keep her pinned with Aquila while you kill the two Stygians. Then work on the Witch individually after they die.

That said, be careful of the Witch's ranged attacks on the harder modes. When she fires multiple swords at Dante it can be hard to evade. Consider backing off to give yourself more time to adjust, and use Angel Evade instead of just regular Evade when things get scary.

ENHANCED DIFFICULTY

Once the Witch dies, walk to the edge of the wing and Angel Lift to move on. Do this twice, switch to Demon Pull in the air, and then Angel Lift two more times to continue. A mix of jumps, Angel Boosts, and Angel Lifts takes you around the creature's body until you reach the relic. Get it!



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This sends Dante into another dream state. Jump and Angel Boost across the first gap, Angel Lift through the second, and smash a chain at the end of the area. Use Arbiter or Eryx for this task.

Doing this unlocks Devil Trigger, a power that resides within Dante. The bar under your health is going to be a potent resource during combat from now on. This purple meter fills as you fight. After it passes the small white mark near the left end of the bar, you can activate Devil Trigger. This temporarily throws enemies into the air, leaving them vulnerable. Dante won't take as much damage while this mode is active, and he gets a major Style bonus when using aerial combos.

Try this out now! Before you leave the dream, Dante's Devil Trigger bar is filled, and demons attack. Use Devil Trigger immediately.

FIGHT!

NORMAL DIFFICULTY MODES: RAVAGER (3)
ENHANCED DIFFICULTY MODES: RAVAGER (2), DEATH KNIGHT (2)
DANTE MUST DIE!: BUTCHER

The three Ravagers that appear are thrown toward the sky. Angel Lift up to one, hack it apart with Rebellion strikes, and then repeat this for each of the Ravager's buddies.

Yet another Ravager attacks at the end of the sequence. It can also be killed this way. Dante gets a fair number of Style points for doing this, and you get plenty of practice with your new power. Don't worry about wasting Devil Trigger energy. The meter is restored when Dante leaves the dream.



Devil Trigger Fun

Regardless of your difficulty setting, this fight is quite manageable. Abuse your Devil Trigger so that none of the enemies can attack. Even on Dante Must Die! you won't have many problems. Dante can kill a Butcher with basic aerial combos long before Devil Trigger wears out.

ENHANCED DIFFICULTY

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Once you're back, start pulling Dante off of the platforms and toward the building ahead. When you arrive, two large, spiked beasts attack. These Rage monsters are neutral. Many of their cousins are linked to either demonic or angelic energy, but you can hurt these neutral Rages with guns or melee weapons of any type.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: RAGE (2)

ENHANCED DIFFICULTY MODES: RAVAGER (2), ELITE STYGIAN (2)

DANTE MUST DIE!: RAGE, BLOOD RAGE

WAVE 2

NORMAL DIFFICULTY MODES: WITCH, STYGIAN (4)

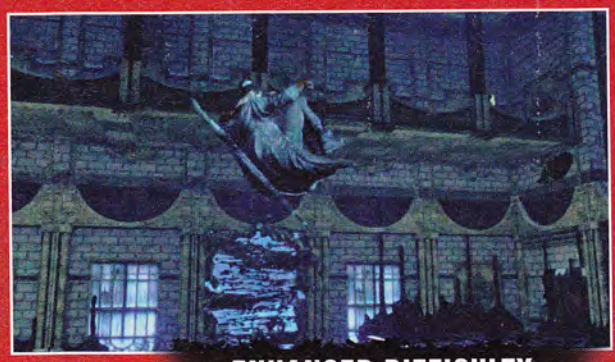
ENHANCED DIFFICULTY MODES: WITCH, ELITE STYGIAN (4)

DANTE MUST DIE!: WITCH, ELITE STYGIAN (4)

The More, the Merrier

Dante Must Die! has a trickier initial wave here. One of the Rages is neutral, but the other is demonic (a Blood Rage), meaning that it's immune to damage from non-Demonic attacks. We suggest that you disable the neutral one with Aquila, kill the Blood Rage, and then work on the neutral Rage.

Because these creatures go berserk when their allies die, you're in even better shape if you disable the neutral one but spread around the damage so both targets are badly wounded. You end up with less work when the surviving one goes crazy.

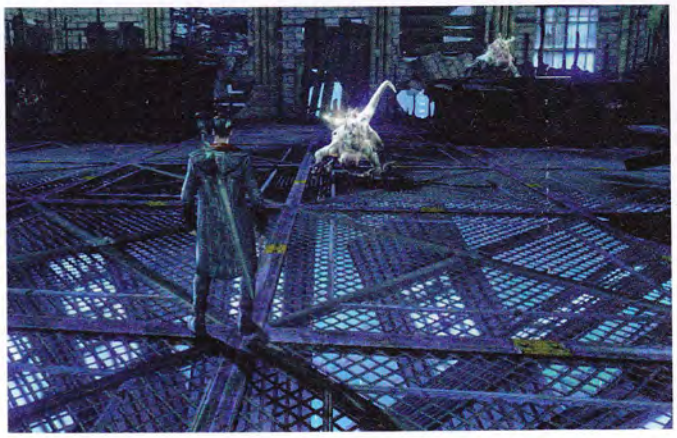


ENHANCED DIFFICULTY

Because you're full of Devil Trigger energy, this is a good time to try it out again. Use Devil Trigger and kill one (or both) of the Rages before they can fall back to the ground.



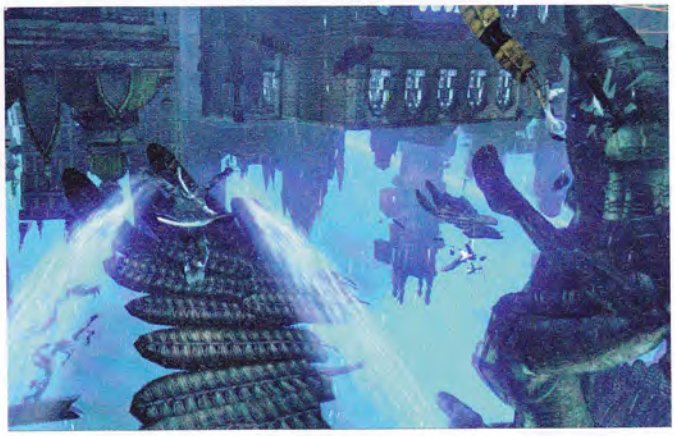
The next wave has a Witch with four Stygians. Use the energy you have left to unleash another Devil Trigger. Kill the Witch. Then attack the Stygians normally, using Osiris attacks to disrupt them and scoring plenty of Style points.



The room is now clear. Hop onto the platform near an open window and look outside. Jump out to a ledge that surrounds the building. Angel Lift to a higher tier of the area. If you turn around, look for angelic vines above Dante. Use Aquila to destroy these, and then Angel Lift to a room there to steal a Small Devil Trigger Star.

Pass the statue on your way out. Then Angel Lift and Angel Boost to cross several ledges that lead toward another building, on the other side of the giant body.

A large fight begins when you enter the next room. There are four suspended walkways with gaps in between them. Several waves of enemies appear in the room to fight Dante. You are forced to leap around, killing everything in your way.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: HARPY (2), DEATH KNIGHT (2)
ENHANCED DIFFICULTY MODES: PATHOS (2), DREAMRUNNER
DANTE MUST DIE!: HARPY (2), DEATH KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: DEATH KNIGHT (2), SHIELDED BATHOS (2)
ENHANCED DIFFICULTY MODES: STYGIAN (3), HARPY, WITCH
DANTE MUST DIE!: HARPY (2), WITCH

WAVE 3

NORMAL DIFFICULTY MODES: HARPY (2), WITCH
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: RAGE, GHOST RAGE

A Long Fight

This is the most challenging fight in the mission. If you're dealing with Son of Sparda or the other enhanced difficulty modes, a Dreamrunner attacks first. Use Devil Trigger to kill it before it can make your life miserable.

On Dante Must Die!, wave 1 is manageable, but waves 2 and 3 are fairly tough. Save your strength for those, and use the green cocoons on the wall for extra health if it's needed.

For a really good combo in Dante Must Die!, fight the first wave without Devil Trigger, use it in the second wave to break the Witch, and save any remnants for the Rages at the end. This gives you the longest streak with a high Style, because the Witch is the enemy most likely to break your routine in the middle.

ENHANCED DIFFICULTY

The first wave is straightforward. Two Harpies attack and are joined by two Death Knights after a few moments. Attack quickly, before the reinforcements arrive. Angel Lift up to the Harpies and hack them to ribbons. If the Harpy you aren't attacking starts to ready its attack, Angel Lift over to it to disrupt its actions.

Kill the Death Knights once the Harpies are down. Normal combos from Arbiter are ideal, and Demon Pull and other weapon strikes are perfectly acceptable too.

Two more Death Knights and a pair of Shielded Bathos attack in wave 2. Demon Pull the Bathos' shields out of the way. Either Angel Lift to the Bathos or Demon Pull them down for fast kills. Once they're dead, focus on safely eliminating the Death Knights. Make sure to save your Devil Trigger for the final wave of this fight. It's best used there.

In the end, two more Harpies attack, with a Witch at their side. Use your Devil Trigger as soon as you have enough energy to unleash it. Kill the Witch before it wears off. Then rip apart the Harpies at leisure. They're much easier to kill without the Witch's shields and ranged support.

With the fight over and your collecting complete, go out the far side of the room and Angel Lift to the end of the level.



GOLD CHALLENGE

A Gold Door is located in this area. If you have a Gold Key to spare, unlock the door before you leave the makeshift area. It's hard to miss this one because it's along the main wall, out in the open.



Before you leave, return to the front of the room, where you entered. Stand on the edge of the metal walkway and rotate your camera so you get a decent view of the outside. Another walkway is there. Try to jump out and then Angel Boost onto the outer walkway. A Lost Soul is there!

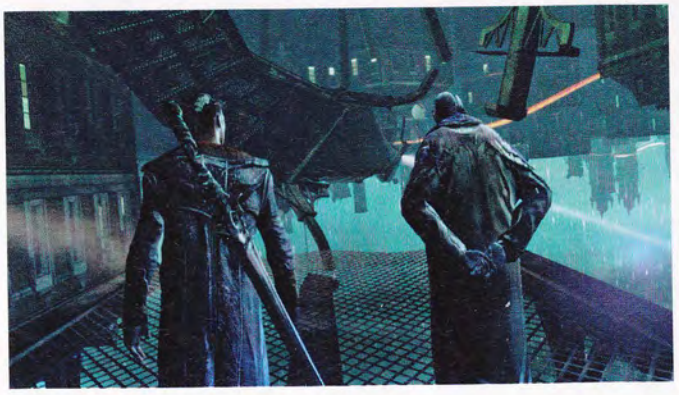


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Bad News

MISSION 10

KEYS: NONE
SECRET DOORS: NONE
LOST SOULS: NONE





Bob Barbas may be sitting comfortably in a Raptor News Network studio at the moment, but part of him has to know that Dante is coming for him from Limbo. The time is near. Bob's ratings are about to take a heck of a dive.

Run upside down along the walkway where you begin. At first, all is well, but the tower in the distance spots Dante before he arrives. That's when things get interesting. After a cutscene, you have to traverse a number of platforms while the tower fires on Dante's position. Be hasty, and don't stay in the air for long. The beam from the tower isn't accurate, but it tracks in on Dante's position over time. You have to make it off of each platform as soon as you can. Use Angel Lift to go from section to section.

Smash into the tower at the other end of the area and go through another jumping sequence afterward. It's a mix of standard double-jumps, Angel Boosts, and Angel Lifts. Once Dante gets to the end of the jumps, the battle against Barbas takes another step forward. Let's take him off the air for good. That's doing God's work.



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BOB BARBAS

WEAK POINT(S):
His whole head.

ATTACK WARNINGS:
Look at the colors while he charges.

BASIC TACTICS:

- Use Eryx' aerial attacks to smash the red circles at the edge of the room.
- When this disables Bob Barbas' attacks, rush to the center of the circle and attack Bob directly.
- Use Devil Trigger and Arbiter combos to deal burst damage against Bob's head, but evade backwards to avoid his defensive blasts.
- Build up points and Devil Trigger energy during the news broadcasts in between stages of the fight.
- Parry or avoid Bob's attacks when you return to the circle, and repeat these tactics to complete the fight.

This is a very interesting boss fight because you have to really develop a rhythm to get it right. Bob Barbas' head is in the center of this moderately-sized arena. Use the red spokes at the edge of the circle to expose Bob to damage. Charged aerial attacks from Eryx do the trick perfectly.



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Stay at the edge, hit one of the red circles, and then rush to the center of the circle to hit Bob once he goes dark. When there, use Arbiter combos (and activate Devil Trigger when possible) to get your damage in quickly. Bob sometimes uses a close-range circle of damage to stop you. When it starts to appear under your feet, evade back and stay outside of its range until the danger passes.

Deal enough damage to the head and Bob reveals a weakness in his eye. Angel Lift into it. Then fight off Stygians during a news program. You have to wait while Bob rants on and on while this happens. The sequence is timed, so you're free to hit as many or as few targets as possible during the broadcast. For the purpose of Style, it's best to attack the entire horde as aggressively as possible. This also builds up more Devil Trigger energy, which you can use once Bob brings you back into the arena.

To win, you have to deplete Bob's health three times, surviving two news interruptions after the first two bars collapse. Each time, Dante has to hit more red spokes before Bob's head becomes exposed to damage.

Now that you know the general routine, let's go over Bob's specific attacks. All of these are somewhat hard to avoid when you first see them, but they get less difficult after you know what to expect.

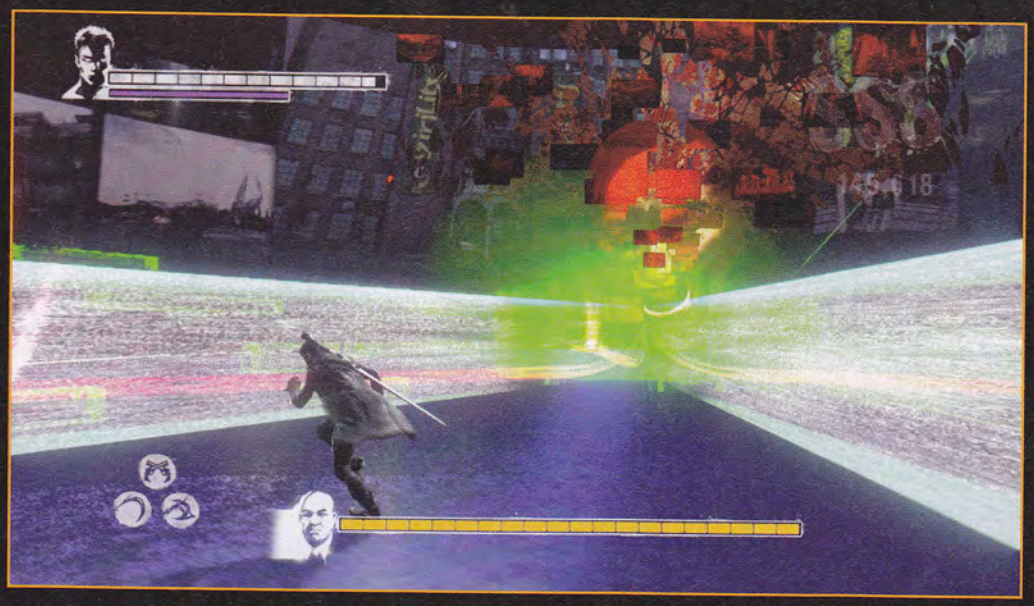
Bob's blue attack is a large pulse of energy that goes straight at Dante. It's wide enough to be dangerous, but you can run to the side and then evade when the actual pulse goes out. It's pretty straightforward after you've seen it a couple of times.



Bob has a purple attack that sends multiple lines of energy around the circle. Double-jump over these, using weapon attacks to suspend Dante in the air if he needs extra hang time.

A similar attack from Bob sends green walls of light that criss-cross the circle. Jump straight up where the beams intersect to evade.

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Finally, there is a wall of light that presses toward the edge of the circle. Look for holes in the gigantic wall and use those to escape damage. Some of them are low, and others are high. Use any opening that is close to Dante.

In all cases, head toward new spokes while Bob is finishing his attacks. Hitting those disrupts his sequence, even if it doesn't expose him to damage. You can preempt some of his moves by hurrying to make your Eryx attacks on the red dots.

Soon, you'll finish Bob off. Now there might be something worth watching on TV!



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The Order

MISSION 11

KEYS: COPPER KEY
SECRET DOORS: COPPER CHALLENGE
LOST SOULS: 7

Dante gets back to The Order's base in time to see some problems developing. There are demons in Limbo, surrounding the area, and in the real world things aren't that great either. Before you even have time to get your bearings, enemies attack!



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (8)
ENHANCED DIFFICULTY MODES: STYGIAN (4), ELITE STYGIAN (4)
DANTE MUST DIE!: STYGIAN (4), ELITE STYGIAN (4)

WAVE 2

NORMAL DIFFICULTY MODES: BUTCHER
ENHANCED DIFFICULTY MODES: BUTCHER
DANTE MUST DIE!: N/A

WAVE 3

NORMAL DIFFICULTY MODES: STYGIAN (4)
ENHANCED DIFFICULTY MODES: RAVAGER (2)
DANTE MUST DIE!: DEATH KNIGHT (2), HELL KNIGHT



Two waves of Stygians attack in this battle, with a nasty Butcher in between. The Stygians are fodder for Osiris. Get free Style points while killing them. The Butcher is your real adversary.

To kill the Butcher, attack with fast Rebellion or Eryx strikes at close range. Hit the yellow globe in the center of the creature's abdomen to do damage (ranged attacks are worthless). Evade when the Butcher raises its arms to make an attack, and push forward quickly with Arbiter for a hit or two. Then switch back to fast attacks so you are able to dodge again! Repeat this until the Butcher's globe turns red and you hear it shatter.

Run! Get to safety before the demon blows up. Butcher explosions do high damage to everything nearby, so Dante needs to run or evade to safe ground.

Angel Lift to the top of the platforms above Dante. Use Aquila's Round Trip attack to cut through vines on a nearby building. When the way is clear, Angel Lift into the building. Use Eryx to break through a weaker section of wall, and start exploring the corridor beyond it.

Risk Versus Reward

You get a huge number of Style points for using the same tactics in this battle on Dante Must Die!, but be ready for more problems. On the first wave, the enemies block more shots and thus get more time to counterattack Dante. Watch for the glow of Stygian attacks during your routine and break off when you need to.

The Butcher has improved attacks, but at least it's alone. Keep learning the timing to avoid its four-hit combo. That's really all it has (and it's also all it needs).

For the final wave, relax and smash the three Knights. You can score well if you keep the combo running during the Butcher fight. If not, you can always restart. You're only two minutes into the mission.



ENHANCED DIFFICULTY

Break through the flooring in the next room, using a jumping attack from Eryx. Use Aquila on the vine obstacles, and keep moving down in the building. On the next floor down, you find a Lost Soul.

Use Eryx on another couple walls, and Dante soon enters into a larger chamber. Demons are below!



A small cubby at the back of a room has a Lost Soul. You find it quite soon after cutting through the vine doors.

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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (4), BUTCHER

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (3), BUTCHER

DANTE MUST DIE!: ELITE STYGIAN (3), BUTCHER

WAVE 2

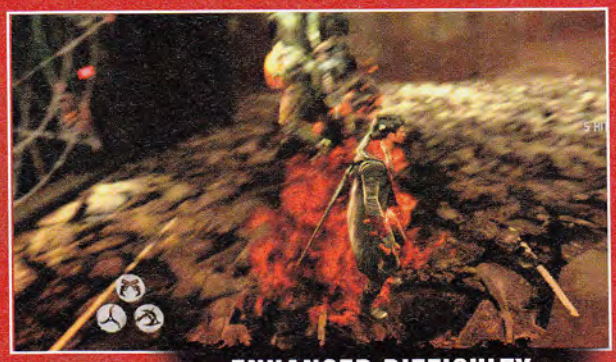
NORMAL DIFFICULTY MODES: WITCH, TYRANT

ENHANCED DIFFICULTY MODES: TYRANT, DREAMRUNNER

DANTE MUST DIE!: TYRANT, DREAMRUNNER

Same, Same

If you time your Devil Trigger well, this fight won't be too hard. Build up meter during the Butcher and Elite Stygian side of the fight, and use Devil Trigger to assassinate the Dreamrunner. That leaves you with a single Tyrant to kill at the end.



ENHANCED DIFFICULTY

Two waves of combat ensue. The first is reasonably gentle. You've learned how to fight Butchers, but this one has a few Stygians along to help. Back up and watch out for the Butcher's ranged attacks. Use Evade (or Angel Evade, if you have it) to avoid the flying saw blades, and let them carelessly kill any Stygians that get in the way. Fight the others to clear the field before you take on the Butcher.

In the second wave, a Witch and Tyrant arrive together. Activate Devil Trigger and kill the Witch. The Tyrant is isolated and weaker after the threat of the Witch is removed.

Once the demons die, SWAT members in the real world start to blow open doors to get into the base. You can't affect what these men are doing, but at least the open doors let Dante proceed. Go through two of them and into a larger, circular room. Search for a Lost Soul while the SWAT guys figure out what to do next.

A fight begins after you've been in the room for a short time.

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Lost Soul #51



Turn left in the circular room and get the Lost Soul that's near eye level.

FIGHT!

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (4), STYGIAN (4)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (2), HARPY, STYGIAN (4)

DANTE MUST DIE!: BATHOS, LESSER STYGIAN (4), HARPY (2)

The fight is rather short. Demon Pull Bathos out of the air (or parry their grenades back into the flying rabble). After you clear them, the Stygians shouldn't be too much trouble.

The demolition team can't get through these doors quickly, but there are vines at the top of the room. Cut them down with Aquila and Angel Lift Dante to the top. Kill two spinning traps in the next room. Once you do, more demons appear.

Bloody Fliers

The fight dynamic changes a little for Dante Must Die!. Having Harpies in the mix is more dangerous than adding more Bathos or Pathos. Listen to the Harpies while you fight. If you hear their harsh cries, an attack is imminent. Evade in any direction to escape.

Kill the Bathos at leisure, as it's a soft target. Then work on the Harpies. Finish the Lesser Stygians last. They're no serious threat while you're airborne, so stay as high as you can during the fight.



ENHANCED DIFFICULTY



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2)

ENHANCED DIFFICULTY MODES: SHIELDED BATHOS (2), ELITE STYGIAN (4)

DANTE MUST DIE!: BATHOS (3), ELITE STYGIAN (3)

WAVE 2

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), STYGIAN (4)

ENHANCED DIFFICULTY MODES: STYGIAN (4), HARPY (2)

DANTE MUST DIE!: STYGIAN (4), HARPY (3)

WAVE 3

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER (2)

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (2), RAVAGER (2)

DANTE MUST DIE!: PATHOS (2), RAVAGER (2)



All of the shielded enemies in this engagement are fairly similar, despite their weapon differences. You simply need to jump, use Demon Pull on them, and kill each in turn. If targeting is difficult, slice any Stygians that you accidentally Demon Pull, and keep using the attack until you get the target you want. If something is going to attack Dante in the air, use Angel Boost or Angel Lift to change position.

When the fight ends, the door ahead clears. You then enter a maze of tight corridors. There aren't any serious fights in here (just a few isolated demons), but treasure is everywhere. Be sure to look at the map in this section to see where everything is.

Lost Soul #52, #55, #53, and #54



#52: From the beginning of the maze, turn right and right again. Going into that corner spawns a Ravager. Kill the Ravager, and then look on the walls in that section. Free the Lost Soul you discover.

#53: The other two Lost Souls in the maze are on the left side, so return to the beginning. Go left, and stop when you find the turn that leads to two Arbiter doors. Break through the one on the left and free a Lost Soul that is higher up on the wall.

#55: Not much farther down the right side of the maze, find a tiny area with another Lost Soul. Just watch the wall on the right as you advance.



#54: The other Lost Soul is through an Eryx wall on the other side from the main hallway. Break through and look up as you explore.



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Not More Harpies!

Again, this fight relies on improved flying demons to disrupt your attack routines. These Harpies will use dirty tricks constantly. Their short-range wind burst, their dives, and their ranged spear attacks. Finish them off as early in the fight as possible.

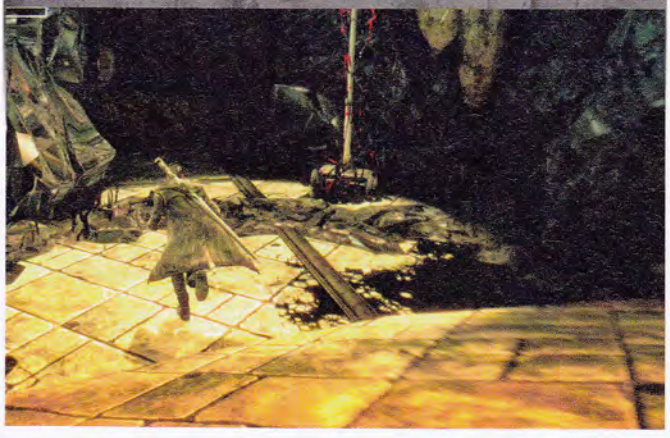
Everything else is rather manageable. Build up Devil Trigger and do not use it on these middling foes. It'll be quite useful in the library later on.



ENHANCED DIFFICULTY

A COPPER KEY

There is one Key in this mission, and it fits nicely in the similar door that you find. To get the Copper Key, go along the right side of the maze. After getting Lost Souls #3 and #4, watch for a tiny split to the right. It's beyond a very dark, grey archway of rock. Go in to find the route to the corner. Then you just have to break through an Eryx wall, fight a Ravager, and get the Key.



HERE'S THE COPPER DOOR

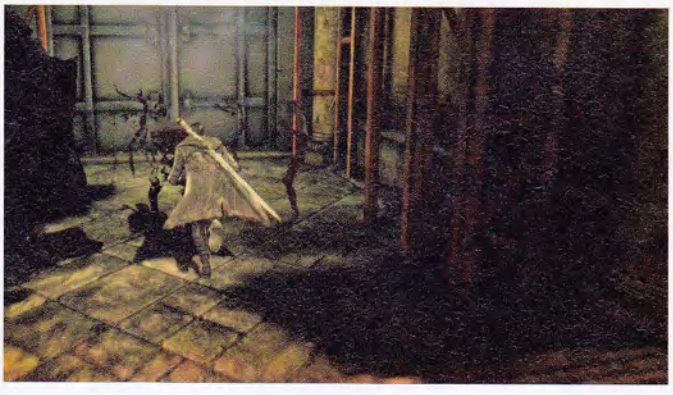
The door that goes with your new Key is on the left side of the maze. After getting Lost Soul #6, continue forward into the main corridor on that side. Instead of advancing, stop and look down the left branch. The Copper Door is inside a small area.



After collecting the Key, Copper Challenge, and four Lost Souls in the maze, you're ready to leave. This eats into your time, but getting a SSS rating on this mission the first time you're here is just not realistic. At least you've laid the foundation for mastering this place the next time!

To get through the maze successfully, take the right side from the beginning. Afterward, cut diagonally across the area, turning left and right until you get to the Divinity Statue that marks the way out.

Travel through another blast door. You're almost to the library now.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (6), BUTCHER

ENHANCED DIFFICULTY MODES: RAGE (2), BUTCHER

DANTE MUST DIE!: BLOOD RAGE (2), BUTCHER

WAVE 2

NORMAL DIFFICULTY MODES: DREAMRUNNER

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: N/A

The first wave in the library isn't too bad. You can take out Stygians by hiding behind them. The Butcher's attacks can be evaded by hiding behind the walls of the room that leads into the main library. Finish the Butcher when the Stygians are dead. Then use your Devil Trigger to fight the Dreamrunner that attacks.

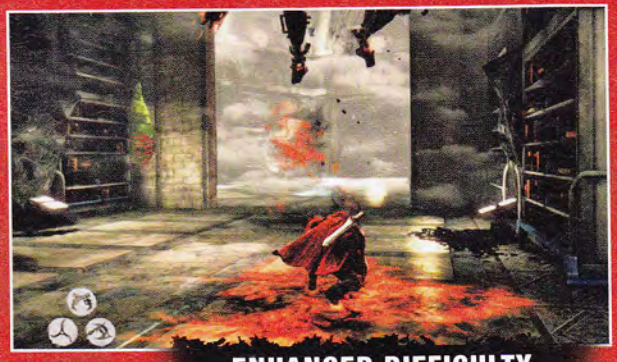
Dreamrunners are fast with keen defensive skills. In these lower difficulty modes, Arbiter swings knock Dreamrunners around enough that you can sometimes get in free hits. Two ground attacks and a launch make it possible to score even more free damage against these creatures.

If you back up, Dreamrunners almost always teleport. They disappear for a short time and then pop back into existence close to Dante. Evade (or, better yet, Demon Evade) just after the air distorts during the enemy's reappearance. Afterward, counterattack with a short Rebellion combo and finish with Arbiter hits!

RAGE!

In the higher difficulties, you only have one wave to finish this mission. That Devil Trigger you saved up is a great resource here. Use it to kill the Rages (or worse, Blood Rages on Dante Must Die!). The Butcher is fine by itself, but it's a royal pest with these high-end allies hanging around.

If you can't outright kill them this way, use Arbiter's launches to keep the demons airborne. Don't give them time to frenzy, deal damage, or otherwise mess up your mission. Angel Evade when you see the Butcher's ranged attacks coming in, and keep the fight going until you've isolated the Butcher.



ENHANCED DIFFICULTY

Lost Soul #56



The last Lost Soul of the level is in the library, high above all of your enemies. To reach it, stay back in the alcove while fighting the Butcher. The Butcher often uses aerial attacks and will free the Lost Soul for you. If that fails, jump off of an enemy in the library fight and use Osiris to get the vertical swing that you need to reach the Lost Soul.

Run into the next room after you've freed the Lost Soul. This completes the mission!



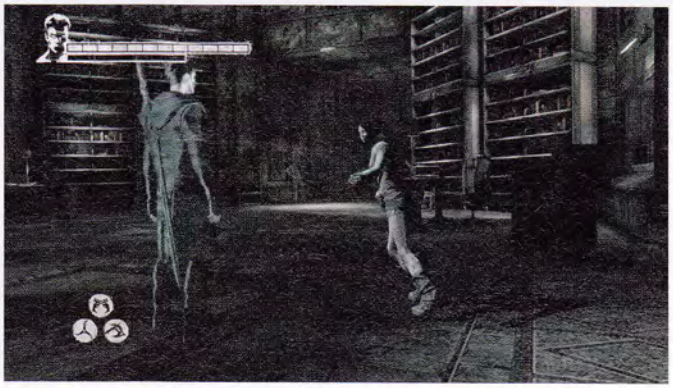
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Under Siege

MISSION 12

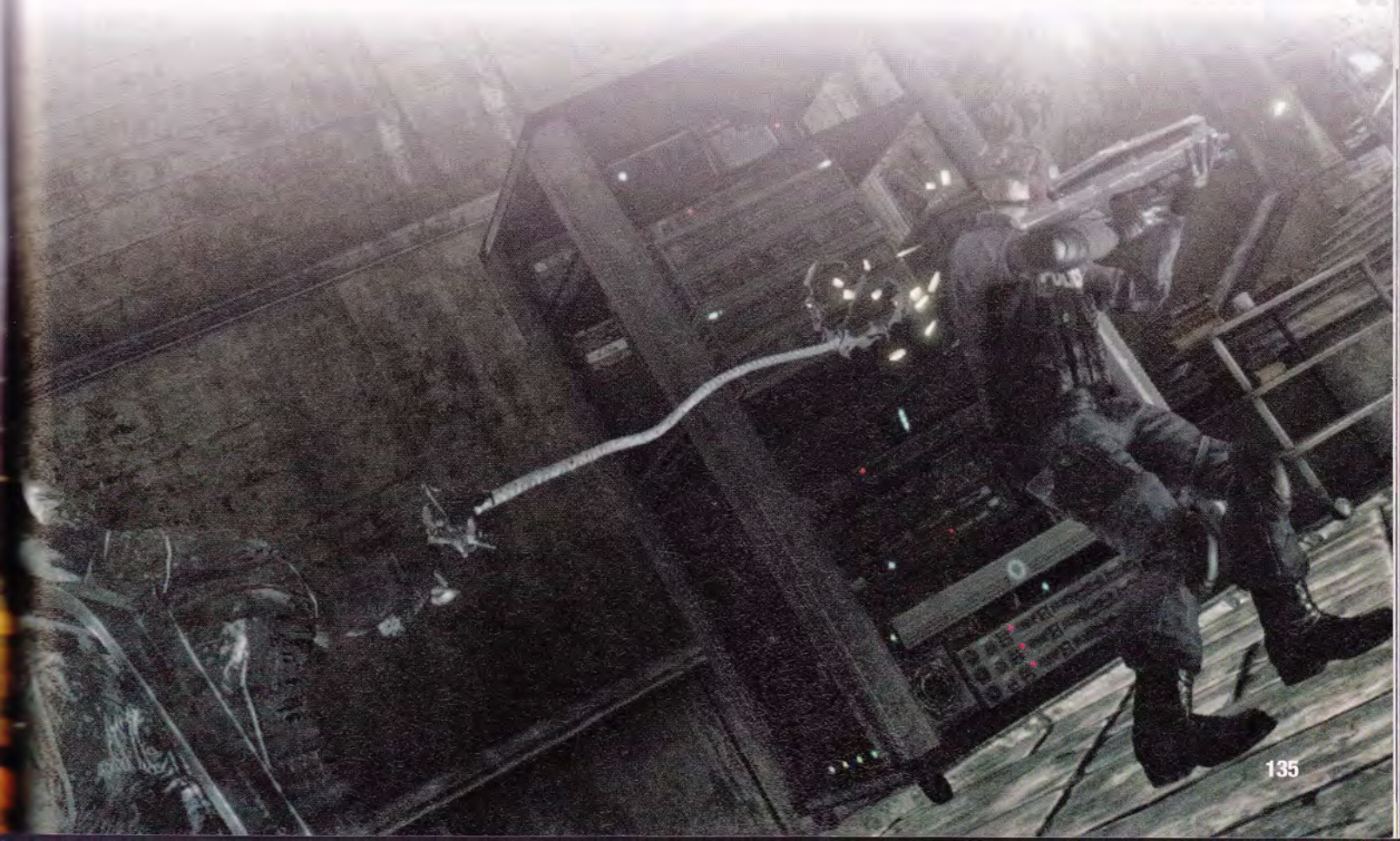
KEYS: NONE
SECRET DOORS: NONE
LOST SOULS: NONE

Dante is stuck in Limbo when he's needed the most. Kat is in the real world, and she's having some serious problems. Follow her toward two pillars and use Demon Pull on them after she finishes marking each. This buys her some time to flee.



Rip open a cinderblock wall on the side of the chamber and follow Kat through there next. There aren't any secrets to worry about. All you have to do is stick with Kat and see what happens along the way. The first time there's a close call you can't do anything to help, but not much farther along there's an incident involving a few enemies in the real world. Kat hides after marking a cart along the wall. Demon Pull that onto one of the shooters before anything happens to Kat.

Kat takes you to Vergil's chambers. Vergil is stuck down there, and demons are already beginning to attack his runic defenses. Luckily, they're all in Limbo. Now you can make a difference without needing help from anyone!



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: BUTCHER

ENHANCED DIFFICULTY MODES: BUTCHER

DANTE MUST DIE!: BUTCHER

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (5), RAVAGER (2)

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (3), DEATH KNIGHT (2)

DANTE MUST DIE!: LESSER STYGIAN (6)

WAVE 3

NORMAL DIFFICULTY MODES: RAVAGER (3), BUTCHER

ENHANCED DIFFICULTY MODES: DREAMRUNNER

DANTE MUST DIE!: BATHOS (2), DEATH KNIGHT (2), HELL KNIGHT (3)

WAVE 4

NORMAL DIFFICULTY MODES: RAGE SPAWN (8)

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: N/A

Initially, you only have a Butcher to worry about. Go in with fast attacks and lure it into a swipe when you're ready to evade. Dodge away and come harder than ever using Demonic weapons for higher damage. Repeat this maneuver a couple of times to kill the Butcher.

Vergil asks for more time, so you're stuck here for now. Wait for the next wave of enemies to appear. Use Angelic weapons heavily as the demons attack. You have a large group of Ravagers and Stygians to deal with, and the more you hit at once, the better it is for your score.

Things get more intense in the third wave. Another Butcher comes forward, and Ravagers are supporting it. Stick with the Ravagers first. Use Angel Evade to dodge ranged attacks from the Butcher while whittling away at the group. This is a decent time for Devil Trigger, if you want to trash the Butcher safely.

Finally, Rage Spawn come at you en masse. Lure them into tight groups and use Osiris' wide-swinging attacks for glorious kills.

There is a brief break in the action. Spinning traps appear in the center of the arena. Use your guns to destroy them, and switch to the new shotgun (Revenant) when Vergil tosses it to you. This is a much better weapon for destroying the traps. Revenant takes them down in a single shot, and reloading doesn't take very long.

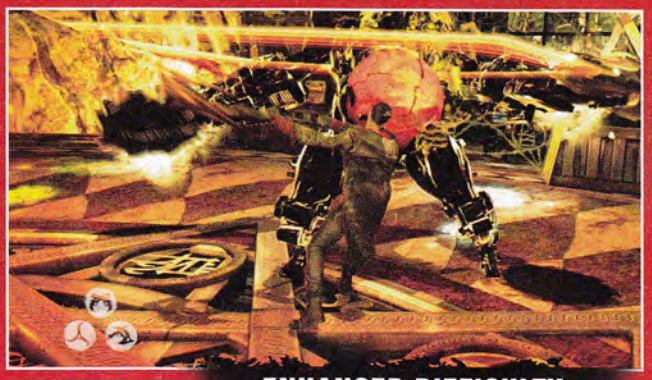
Kat and Vergil still aren't out of there. You have to hold the room a bit longer.

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Dreamrunner on the Way

Son of Sparda difficulty takes out one of the waves, but this won't make the game easier for a player. The Elite Stygians and Death Knights in wave 2 are fairly basic. Use your combos on them to build Devil Trigger and a high Style rating. Then, use your Devil Trigger as soon as the Dreamrunner appears. Juggle it in the air for a faster kill.

Dante Must Die! isn't anything terribly different. The waves end with a major assault by various Knights, but Dante's Demonic weapons ensure that the hellfire from the Hell Knights does no damage. Break their shields and get kills!



ENHANCED DIFFICULTY

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: RAGE SPAWN (16)
ENHANCED DIFFICULTY MODES: LESSER STYGIAN (8)
DANTE MUST DIE!: LESSER STYGIAN (6), FROST KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (10), HARPY (6)
ENHANCED DIFFICULTY MODES: LESSER STYGIAN (6), TYRANT (2)
DANTE MUST DIE!: WITCH

WAVE 3

NORMAL DIFFICULTY MODES: RAGE (2)
ENHANCED DIFFICULTY MODES: TYRANT (2), WITCH
DANTE MUST DIE!: RAGE SPAWN (6)

WAVE 4

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: WITCH, BUTCHER
DANTE MUST DIE!: GHOST RAGE, BLOOD RAGE

WAVE 5

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: BLOOD RAGE (2)
DANTE MUST DIE!: N/A

Large waves of enemies follow. Rage Spawn come in droves, with eight appearing at first, and a second dose of them coming not much later. As before, pull them together with Aquila, and then slaughter the cluster with Osiris. It's a wonderful move.

Next, Stygians and Harpies attack. Like the Rages, they come in two packs, so you want to act quickly and thin their numbers before even more arrive. Take to the skies and kill Harpies first. If you get high enough, the Stygians won't be able to hit you. Thus, Dante can clear the area without much risk.

To finish, two of the larger Rage monsters come after Dante. Stun them with Aquila's Round Trip, and damage both of them. When one dies, quickly launch the other and kill it with a long aerial combo so it doesn't have a chance to frenzy.

If you have any Devil Trigger left, use it at this point. The mission ends as soon as you kill the last enemy from this wave.

And with that, you're clear to flee the facility. Watch what happens, and plan your next move!

They Just Keep Coming

Even Son of Sparda mode ups the ante in this fight. You have to keep dealing with wave after wave, and these aren't pushover fights. There are multiple Tyrants, another Butcher, Blood Rages, and so on. Use Devil Trigger for the Witch and double Tyrant fight. That's the worst one of the lot. Killing the Witch will save your skin. After that, use the pit in the center of the map to keep both Tyrants from charging you at the same time. Give one of them a clear line of sight, and block the other's path with the pit.

Dante Must Die! difficulty isn't any worse than Son of Sparda. Except for the enemies' increased damage output, you aren't in worse shape. When the Ghost Rage and Blood Rage attack, alternate using Round Trip to delay the Ghost and attacking with Arbiter to kill the Blood Rage.



ENHANCED DIFFICULTY

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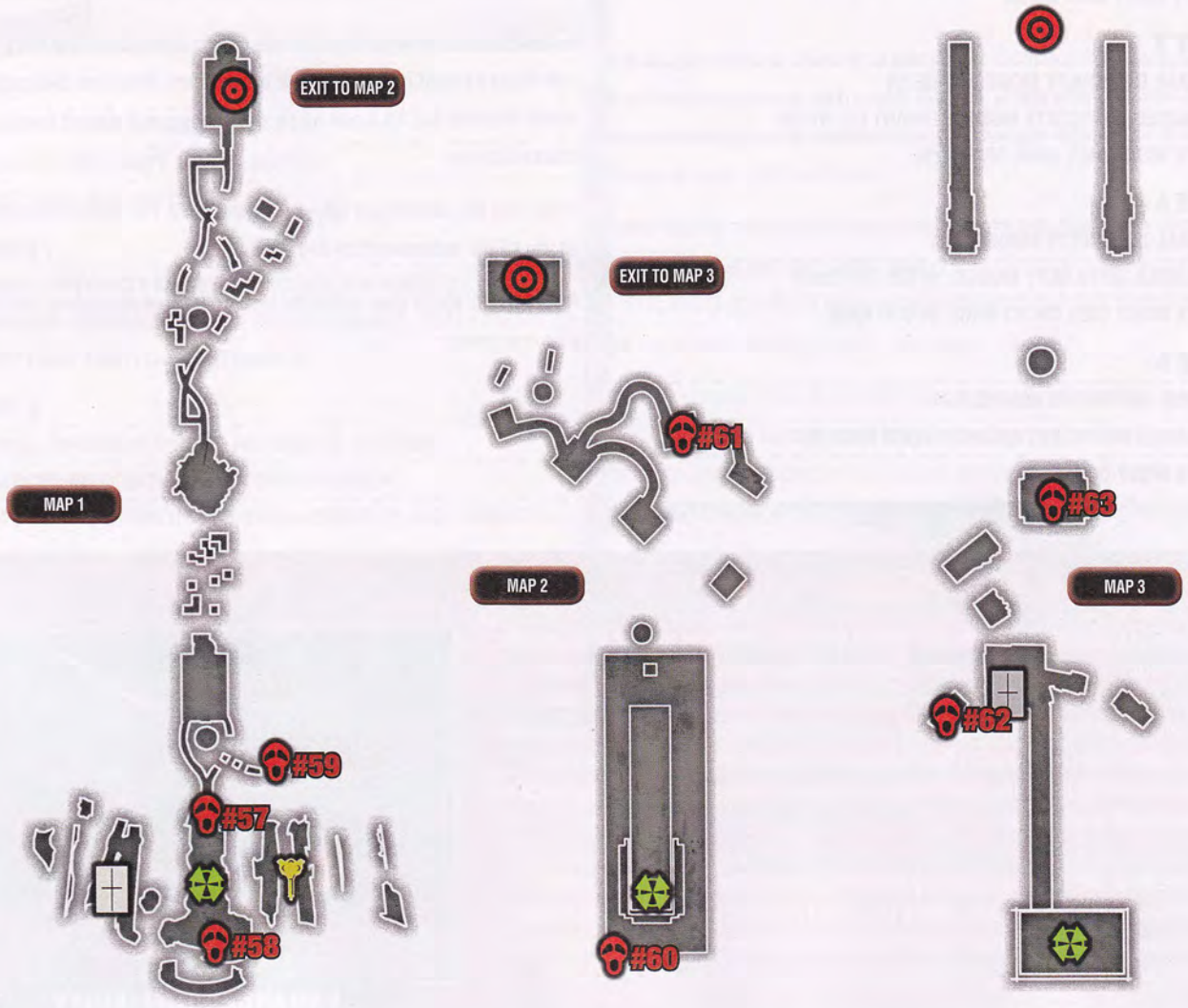
Devil's Dalliance

MISSION 13

KEYS: GOLD KEY
SECRET DOORS: ARGENT CHALLENGE, IVORY CHALLENGE
LOST SOULS: 7

Dante is bright enough to know that marching into a demon-infested nightclub would have consequences. It's no shock to him (or to anyone else) when his infiltration only lasts for a few seconds. Lilith calls forth the powers of hell, and a battle begins almost instantly.





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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (2), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (2), FROST KNIGHT

DANTE MUST DIE!: STYGIAN (2), RAVAGER

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (3), HELL KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (3), HELL KNIGHT

DANTE MUST DIE!: ELITE STYGIAN (3), DREAMRUNNER

WAVE 3

NORMAL DIFFICULTY MODES: STYGIAN (4), WITCH

ENHANCED DIFFICULTY MODES: RAVAGER (2), TYRANT

DANTE MUST DIE!: RAGE SPAWN (5), GHOST RAGE

WAVE 4

NORMAL DIFFICULTY MODES: HARPY (2), TYRANT

ENHANCED DIFFICULTY MODES: DEATH KNIGHT (3), WITCH

DANTE MUST DIE!: HARPY (4), WITCH

WAVE 5

NORMAL DIFFICULTY MODES: STYGIAN (4), RAVAGER

ENHANCED DIFFICULTY MODES: HARPY (3), TYRANT (2)

DANTE MUST DIE!: BLOOD RAGE



This is a long encounter with quite a few waves. All of them are fairly manageable if you've gotten used to fighting these creatures. You're most likely to snag on the third wave (with the Witch). Witches take more getting used to than most of the other enemies.

To expose the Witch, attack her Stygian allies until she shields them. When she does, Angel Lift over to her and beat on the demon until she shields herself again. Repeat this to kill her.

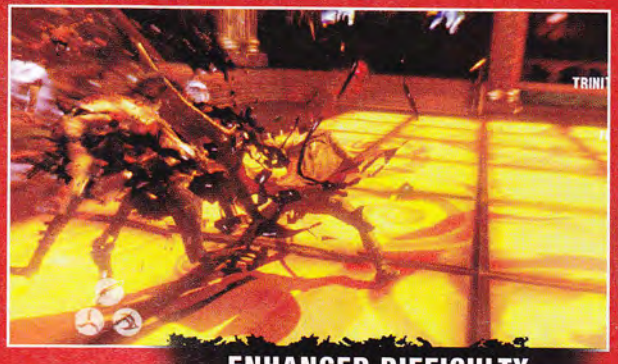
Frontloaded Difficulty

Getting through these five waves is harder than almost the entire remaining mission combined. Only the final fight is equivalent in difficulty. So, the first tip here is to practice this fight and reload if you don't get what you want out of it.

Next, on Son of Sparda difficulty, you should use Devil Trigger on the Witch in the middle of the run. Also, master Angel Lifting between Harpies to clear the way for the Tyrant fight at the end. These two tricks make the battle much easier.

Dante Must Die! demands even more. Lock the Blood Rage down with Arbiter's aerial launches. Never let this demon get the chance to lay into you.

Hold Devil Trigger for the Witch and Harpy wave. That is sheer hell. Use your Devil Trigger against the Witch; otherwise, she hits you at range, and the Harpies will do the same when you try to go after her. It's awful.



ENHANCED DIFFICULTY

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The club changes configuration after the battle ends. Take a good look around before moving forward into the level. You can get a few items without taking too much time.

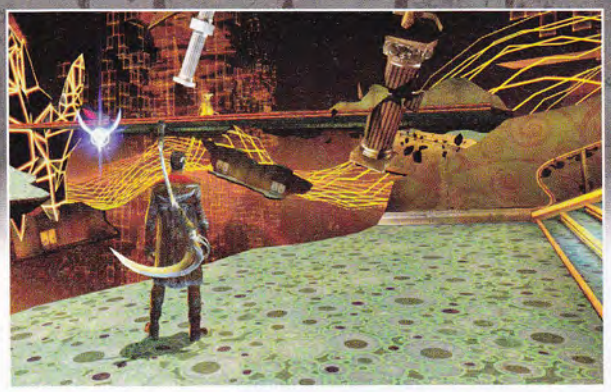
Lost Soul #58



Turn around and climb onto the upper stage behind Dante. A Lost Soul is on the wall up there.

GOLD KEY SPOTTED!

On the other side of the upper stage is an Angel Lift that gets Dante close to a Gold Key. Make sure to grab it before leaving!



TAKE THE IVORY CHALLENGE

Once you have the Ivory Key, return to this level. The Ivory Challenge is near the beginning of the mission. Climb to the upper stage after the first fight, and look left. Jump and Angel Boost toward an Angel Lift spot, and unlock the Ivory Door.



Lost Soul #57



As you're moving forward, away from the starting arena, look at the ramp to the upper level ahead. There are holes in it, and you hear a raspy voice from underneath them. Look below the ramp and free the Lost Soul hidden in that spot.

After you've loaded Dante with collectibles, walk up the ramp that leads out of the arena. Use Eryx's In The Air attack on the "Play" button up top. This creates a bridge to the next part of the level.

Walk along the bridge, holding the Demon trigger so Dante doesn't take damage while walking on the red skull squares. You have to switch to the Angel trigger if you jump over to any blue squares, so watch for that. This dynamic comes up a few times during this mission. Make sure to practice now (when there aren't any enemies nearby).



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Lost Soul #59



Take the right path after hitting the first Play button. Search down the branch that meanders off farther to the right, and hop onto the platform you find. A Lost Soul is on a pillar.

Use Demon and Angel mode for safety all the way to the next open platform. That's where Lilith's troops are waiting!

FIGHT!

NORMAL DIFFICULTY MODES: STYGIAN (4)
ENHANCED DIFFICULTY MODES: RAGE SPAWN (4), ELITE STYGIAN (4)
DANTE MUST DIE!: RAGE SPAWN (4), ELITE STYGIAN (4)

Four Stygians attack. It's a weak assortment, but there's a rub. Those angel and demon blocks are going to scroll across the arena floor. Use Demonic weapons when the red blocks are passing, and switch to Angelic weapons when the blues are inbound. Or, jump and Demon Pull enemies up to you and fight them in the air. It's safe up there.

Hit the next Play button and pass a short jumping sequence to get to the next arena. There aren't any enemies or special blocks on the way up, so it's fairly straightforward as long as you go slowly and don't try to do anything strange. At the summit is the next fight. This one is timed!

Much Better

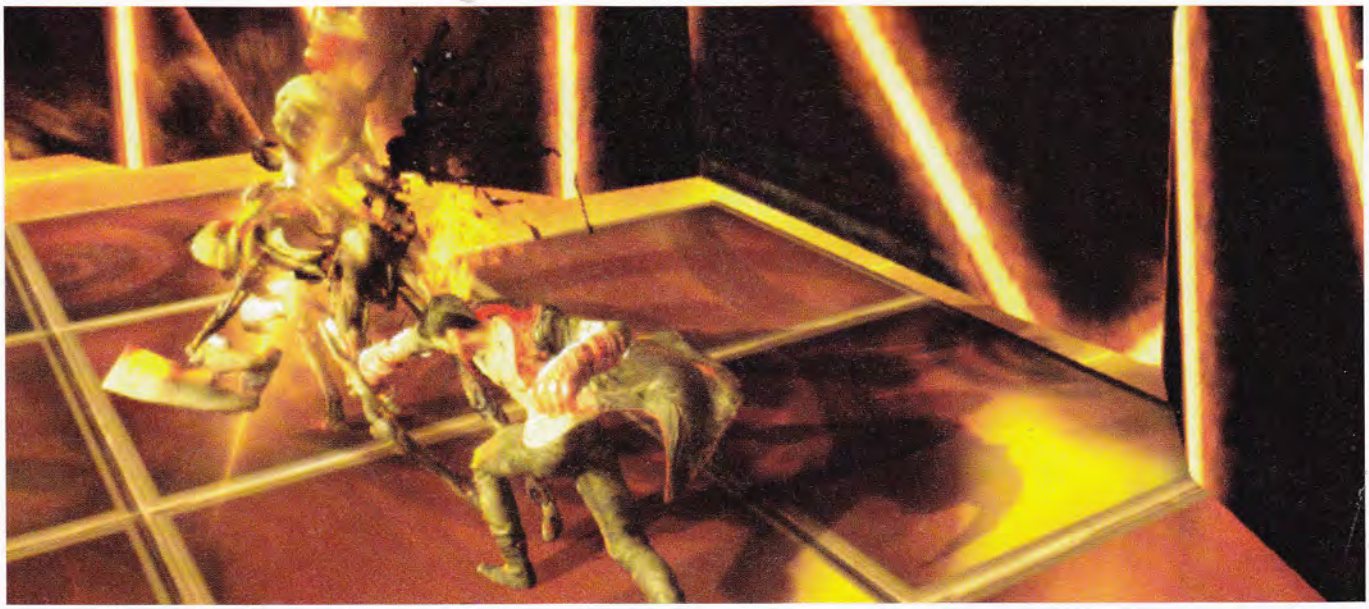
Use Aquila to group the Rage Spawn and Elite Stygians together. Use Osiris to kill them.



ENHANCED DIFFICULTY



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FIGHT!

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), STYGIAN (2)
ENHANCED DIFFICULTY MODES: STYGIAN (3)
DANTE MUST DIE!: BUTCHER

Demon Pull the Shielded Bathos out of the sky and murder them. Then switch to the Stygians to top off the battle within 30 seconds. If you sacrifice some of your usual finesse to get it done, so be it. This is not a high-value encounter, so your overall score won't suffer much from a crude "get it done" attitude.

Hit another Play button and run through another short stretch of jumps. There is a single Stygian before you get to the next fight, but that's it. Be careful of doing anything odd. The camera shifts if you try to hop between levels, making it dangerous to try this (it's fun, but falling hurts your time). At the end of the sequence is another special encounter.

FIGHT!

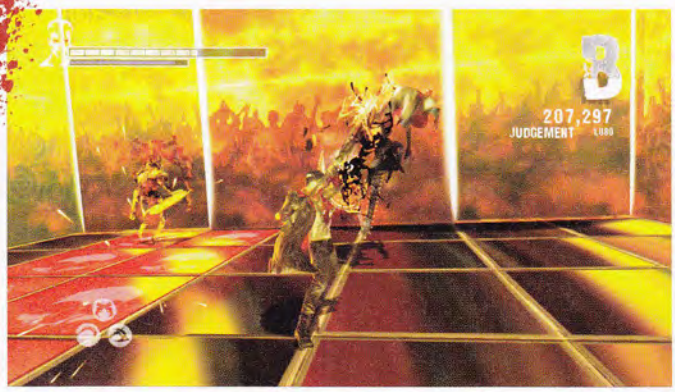
NORMAL DIFFICULTY MODES: DEATH KNIGHT (2), RAVAGER
ENHANCED DIFFICULTY MODES: DEATH KNIGHT (3), DREAMRUNNER
DANTE MUST DIE!: STYGIAN (3), TYRANT

Eek, The Butcher

You get more time on the clock when you come here on Dante Must Die! difficulty, but a Butcher comes out to greet you. Get close to it and Demon Evade as often as possible to get the damage buff and cut down on your combat time. Use Arbiter as much as you can risk it, but still switch back to Rebellion attacks when the Butcher is winding up for its next attack.



ENHANCED DIFFICULTY

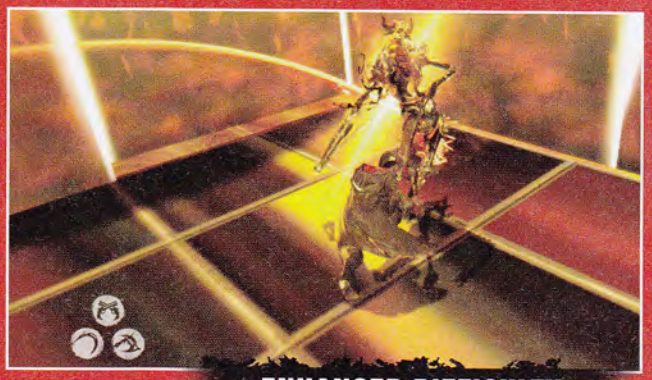


This is a short fight. Red blocks come from the top of the area, and blue blocks cross from the left to right side. As before, alternate between Demonic weapons when the red blocks are coming and Angelic weapons when the blue blocks are near. If that's messing up your routine, leap over the troublesome blocks and Demon Pull targets over to Dante. Destroy the Death Knights' shields quickly to make this a viable alternative.

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Fancy Footwork Required

The enemies don't make this fight any tougher, but the demon and angel blocks sure do. On Son of Sparda, and all other higher difficulty modes, there are more angel and demon blocks to avoid. You'll find your attacks disrupted constantly, and you must jump or switch modes to avoid taking damage. Fight defensively to avoid screw-ups. Give yourself more space and more time to maneuver and plan your attacks.



ENHANCED DIFFICULTY

After the world shifts, turn around and look at the beginning of the arena. Don't leave until you find the Lost Soul that appears there.



The Lost Soul is on the blue wall, opposite the exit.

Walk down the hallway into the next chamber. A large group of Rage Spawn lives there, and they'd love to meet Dante!

FIGHT!

NORMAL DIFFICULTY MODES: RAGE SPAWN (8)
ENHANCED DIFFICULTY MODES: RAGE SPAWN (8), RAGE (2)
DANTE MUST DIE!: RAGE SPAWN (8), GHOST RAGE, BLOOD RAGE

Use Aquila to gather the Rage Spawn (with Buy In). Then switch to Osiris for an evil ground combo that will likely destroy most of the group. This fight rocks!



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They Made It Worse

On Son of Sparda difficulty, you have to kill the Rage Spawn quickly with your Angelic combos. This lets you get ahead of the fight just in time, because two Rages add to the encounter. Control them with Aquila, wound them both, and eventually score the kills.

But on Dante Must Die! mode, this gets so much harder. The Rages become a Blood Rage and a Ghost Rage. Go ahead and use a trickle of Devil Trigger to kill one of them, but save as much energy as you can. Fight the other naturally, and keep it airborne as much as possible.



ENHANCED DIFFICULTY

When you're done, hit the Play button and choose the right path of the two that appear. Before going too far, look for an Angel Lift platform farther to your right. Zip over to that with an Angel Boost, and use Angel Lift to bring Dante up. This takes you to another island, a Play button, and eventually over to a platform with a Lost Soul.

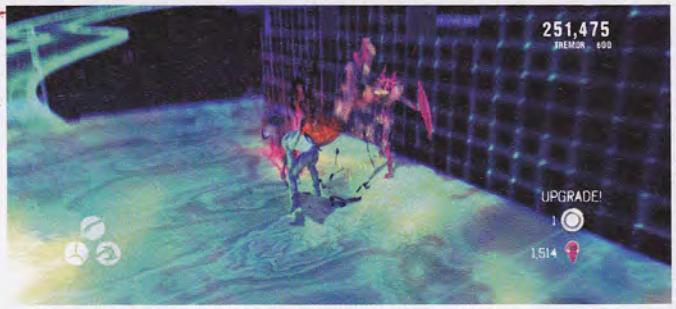


Lost Soul #61

Get the Lost Soul near the end of this alternative route. Afterward, hit another Play button and follow the path back toward the main route through this area.

The next platform after Lost Soul #5's location has a small fight. It's always against two Stygians and a Hell Knight. Waste the three fools by knocking them off the ledge or bashing them down with Arbiter.

Hit the Play button and Angel Boost through the last few gaps. You're soon able to land at the fifth of Lilith's test battles. She's got a Dreamrunner prepped for this one.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: DREAMRUNNER

ENHANCED DIFFICULTY MODES: DREAMRUNNER

DANTE MUST DIE!: DREAMRUNNER (2)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: RAVAGER (2)

DANTE MUST DIE!: N/A

WAVE 3

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: RAVAGER (2)

DANTE MUST DIE!: N/A



Use Devil Trigger to drive the Dreamrunner off, or wait out his teleports and counter them.

What's Harder Than Fighting a Dreamrunner on Dante Must Die!?

Yup, fighting two of them at once. Stay at long range to force their teleport attacks. Demon Evade both, and attack the Dreamrunner that comes out of teleport last. You can use Devil Trigger too, but that's actually worth saving for the final battle if you have any choice.



ENHANCED DIFFICULTY

Hit the Play button, and climb the stairs toward the end of the mission. There aren't many battles left, but there are still a few hidden nooks and crannies to explore. At the summit, turn left to find a Divinity Statue.

Look over the edge of the dance floor there. Ah ha! There's some subflooring with a door.

ARGENT CHALLENGE

Unlock the Argent Door with an Argent Key from one of the other missions. This one is very easy to miss if you aren't careful.





Lost Soul #62 and #63

Lost Soul #6 is way above the Divinity Statue. Look for an Angel Lift spot on the right side of the platform. Angel Lift up to that, turn, and continue Angel Lifting until you're at the top of the area. A dark-bricked platform has the Lost Soul.

Drop down to the Divinity Statue and jump to the small platform ahead. Follow this route until you reach another black-bricked area. The last Lost Soul in the area is there. Get it before you hit the Play button a few feet away.



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Two yellow bridges extend when you use the last Play button. Both of them lead to the same encounter, at the end of the mission. Take whichever path you wish, and get to the finale.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: GHOST RAGE

ENHANCED DIFFICULTY MODES: GHOST RAGE (2)

DANTE MUST DIE!: RAGE SPAWN (6), GHOST RAGE

WAVE 2

NORMAL DIFFICULTY MODES: BLOOD RAGE

ENHANCED DIFFICULTY MODES: BLOOD RAGE (2)

DANTE MUST DIE!: WITCH, BLOOD RAGE

WAVE 3

NORMAL DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

ENHANCED DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

DANTE MUST DIE!: N/A

Home Stretch

This set of encounters is pretty tough on Nephilim, Son of Sparda modes, and Dante Must Die!. It's not that much more evil on the highest levels.

Dante Must Die! only has two waves, so make sure to use the last of your Devil Trigger when the Witch and Blood Rage come out.

Otherwise, the same tactics work for these modes; you just have to execute them wonderfully if you want to live and get your SSS ranking!



ENHANCED DIFFICULTY

You get to learn how to fight upgraded Rages in this ugly skirmish. At first, a Ghost Rage comes onto the dance floor. These monsters are only damaged when you hit them with Angelic weapons (unless Devil Trigger is active).

Use Aquila to disable the Ghost Rage (using Round Trip). Close, launch the Ghost with Osiris, and juggle it in the air. Repeat this until the Ghost is extinguished.

Switch to Eryx against the Blood Rage. These creeps only take damage from Demonic weapons. Eryx is ideal because it's fast enough to interrupt the Blood Rage's combos. Arbiter is slow enough that you take counterattacks from time to time.

When both enemies die on their own, a wave comes with one of each. Use Devil Trigger and kill them both quickly. Otherwise, use Round Trip on the Ghost Rage while you kill the Blood Rage. After one dies, the other goes into a frenzy. They'll be much harder to effect with moves like Round Trip. Evade when the frenzied Rage spins up, and counterattack while they're exposed. Attacks that launch them are wise because they can't fight back in the air. As soon as frenzy fades, get them airborne!

That's it. You beat all of Lilith's demons. She has to face you herself now.



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Last Dance

MISSION 14

KEYS: NONE
SECRET DOORS: NONE
LOST SOULS: NONE

Lilith can't use her followers to stop you anymore. You've gotten through her dance club, and it's her turn to fight. Please be gentle on her though; she is expecting.





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LILITH

WEAK POINT(S):

Lilith Herself, The Baby's Side, and It's Large Eye

ATTACK WARNINGS:

Large Movements

BASIC TACTICS:

- Angel Lift and attack the small eye on the baby's right side.
- When this is damaged, the baby opens its large eye to see what Dante is doing.
- Repeatedly Angel Lift up to the baby and attack its eye with aerial combos.
- Once the baby is badly damaged, Lilith becomes exposed.
- Demon Pull Lilith out of the baby's body and use Devil Trigger and high-damage combos to wound her as quickly as possible.
- When the baby recovers, repeat this process and look out for more intense attacks during the remainder of the fight.





There are two major phases in this fight. You alternate between fighting Lilith's child and beating on the demoness herself. You can't win by hurting the baby; your only objective is to wound it enough to expose Lilith. Then you can focus on hurting Lilith as much as you can in the limited time during her phase.

The worst and slowest way to achieve this is to simply attack the child's hands and face. Being what it is, this demon baby is fairly resistant to many types of damage. It would be much more effective if you found its weakest points!

To make this easier on yourself, look on the baby's right flank. There is a stalk that is vulnerable to Demon Pull. Try that. Then you can Angel Lift right up to a small eye. Slash at the eye repeatedly for high damage against the child.

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Two sets of aerial combos are enough to destroy the eye briefly. This forces the baby to open the large eye on its head. This is also a target that Angel Lift works against; Dante can pull himself right up to it. Use this to slash the creature until it collapses.



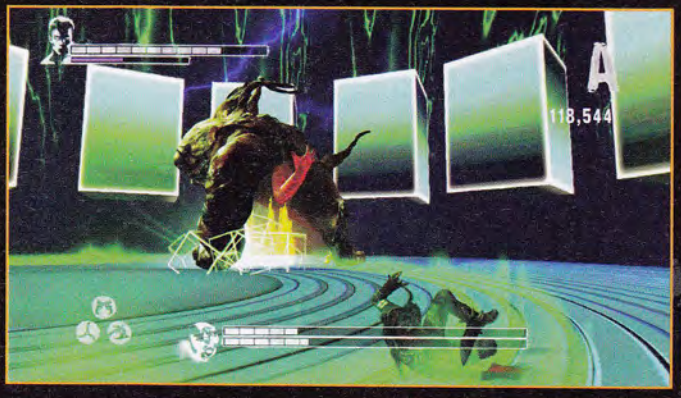
Once this happens, Lilith is revealed. Her legs start to dangle out of the child's lower torso. Use Demon Pull to yank her out. Rush to beat her with Arbiter, using normal ground attacks. If you're on a lower difficulty setting, two bouts of this will defeat her. Use Devil Trigger at your leisure.

On higher settings, it's best to save Devil Trigger for the second time Lilith is exposed. You have a small chance of bringing her down this way if you're fast enough. More than likely, you'll need to expose Lilith three times to defeat her on Dante Must Die!. Beyond that, you get more points for fighting through three rounds of this (and the time limit is generous).

The baby has five attacks. At first, you only see two of them. One is a horizontal swipe of its fist. This is easy to see ahead of time. Evade backward to avoid it, and Angel Lift back if there are any eyestalks exposed.

A tougher attack is the baby's overhead slam. This can hit Dante directly if he's too close. It also sends a shockwave throughout the level. Make sure that you're in the air while this passes; otherwise, you take damage and are knocked back.





After Lilith is exposed and wounded the first time, the baby starts to include upgraded versions of each attack. The horizontal swipe becomes a double attack (swat and then swat). The ground pound sometimes becomes a combo of four hits. They strike in this pattern: one, pause, two, pause, three, four! Jump twice to dodge the first two. Then use an aerial combo with the third jump to stay airborne for the final pair.

The baby occasionally throws a disco ball at Dante, but this is a rare attack that you won't have to worry about very often. Use an Angel Evade if you can, or Evade normally if you haven't unlocked that move yet.

Evade consistently, and don't get greedy with your attacks. It's easy to be lured in when Dante is dealing high damage against those eyestalks. Don't focus on your damage output. Watch the baby! Break off early and keep that combo going, if you want a SSS ranking.

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The Trade

MISSION 15



KEYS: COPPER KEY (2)
SECRET DOORS: NONE
LOST SOULS: NONE

This mission is a fast traversal puzzle, of sorts. There is a little bit of combat, but most of the challenge lies in making it to each objective before your friends crash, get crushed, or otherwise meet a foul end.

From the beginning, race forward and Angel Lift onto Vergil's car. Jump onto the nearby platform and Demon Pull the flying debris out of the way before the car slams into it.



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Angel Boost and Angel Lift back onto the car. Then get onto the suspended shipping containers ahead. Equip Eryx and use three of its In The Air attacks to break the chains holding the crates. They'll drop enough for the car to pass.



KEY OVER THERE!

During your first run through this mission, take some time off before saving Kat and Vergil. Get onto the shipping containers, but Angel Boost to the left onto more crates, at ground level. Search all the way back there for a Copper Key.

Angel Lift and Angel Boost between that spot and the containers far ahead, keeping pace with Vergil's car as best you can. Dante eventually has to land, and just as he does, things get crazy. Kat and Vergil don't have much time before they get turned into unhappy sausage, but demons pop up near Dante.

The thing about this is that you don't have to fight any of the demons. However, your Style rank for the mission will suffer if you ignore what little fighting is available. So, use reckless abandon to kill the demons as quickly as possible. When you're done, Angel Boost across the gap and use Demon Pull to save your friends again.



After a short cutscene, Dante ends up riding a truck down a cracking highway. Use Angel Lift and Angel Boost to get as far as you can with each possible jump. Always end your swings with a full-strength Angel Boost so Dante can get to the next point safely.

When you land, Demon Pull a bus to make it into a walkway.

ANOTHER HARD TO FIND KEY

Instead of using the bus to go after Kat and Vergil, stop and look for a spot over on your left. Swing over there for a Copper Key.

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Jump to the small surviving section of street to the right, and rampage through the few enemies that appear. This is the only other fight in the level. Do anything you can for fast points. Any substantial delay will lose your SSS time rating (or cause Kat and Vergil to get squished). You may want to employ Arbiter to crush the enemies as they appear and knock them off the ledge at the end of your combo. It's fast, easy to do, and gets you enough points for a SSS Style rating at the end of the level.

Finally, equip Eryx as you jump toward the last part of the level. Jump and use this weapon to break through the supports on the bridge. Now everyone can get out of the area together.





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The Plan

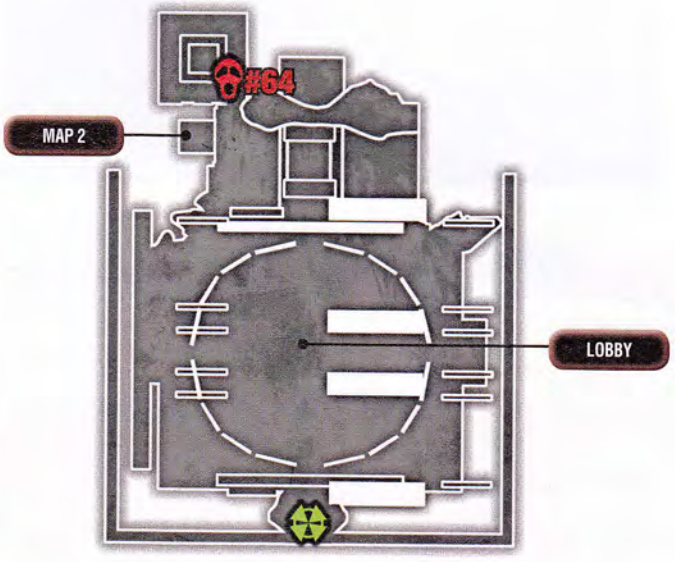
MISSION 16

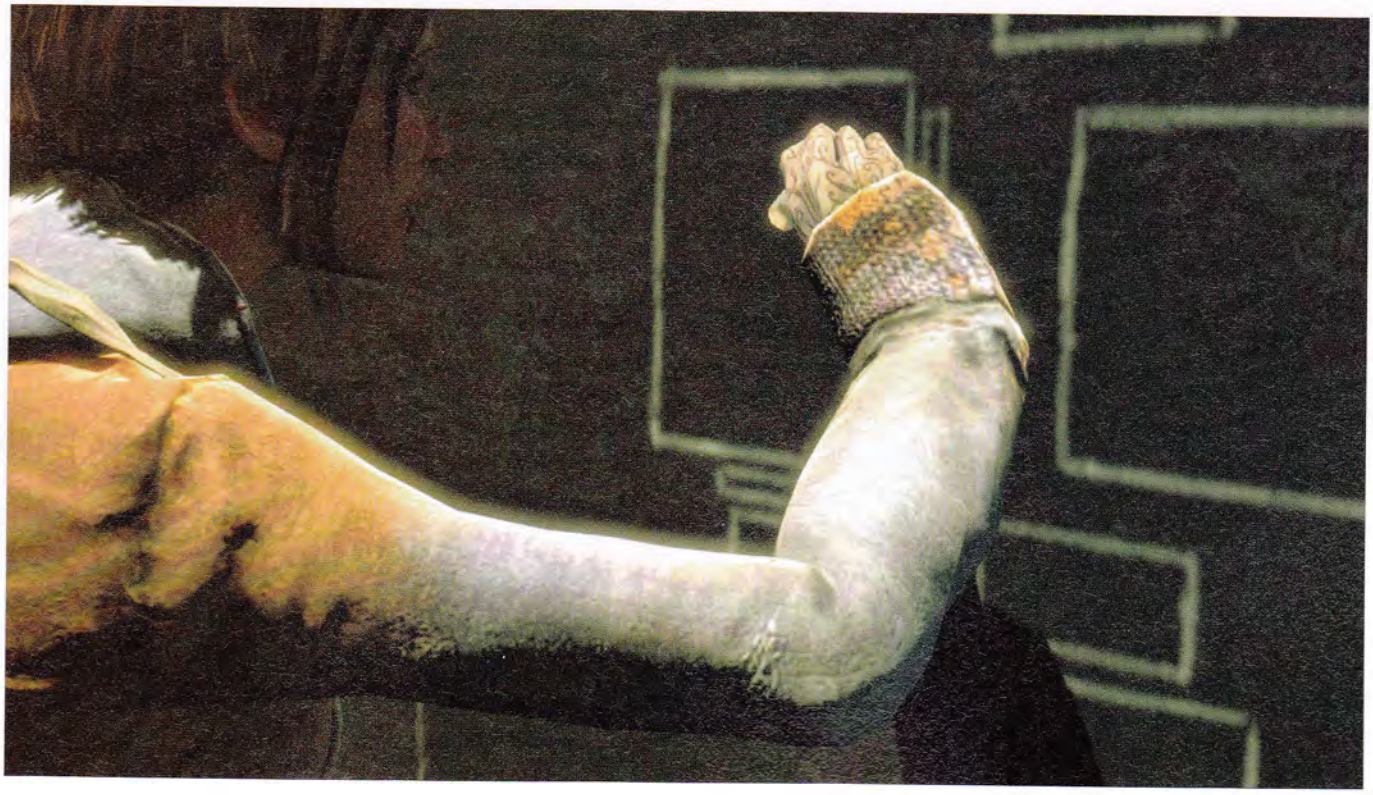
KEYS: GOLD KEY
SECRET DOORS: COPPER CHALLENGE, GOLD CHALLENGE
LOST SOULS: 9

Now take the fight to Mundus! He's been sitting pretty for far too long, and now there aren't enough of his allies left to defend him.

The first part of this mission is an intense rush to traverse a collapsing street. Long jumps and Angel Lifts with Angel Boosts get you past the section and over toward Mundus' tower.







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Finally, you reach "stable" ground near the base of the tower. Elite Stygians swarm to protect their master. It's fighting time!



FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: ELITE STYGIAN (5), WITCH

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (2), FROST KNIGHT (3), WITCH

DANTE MUST DIE!: ELITE STYGIAN (4), FROST KNIGHT, WITCH

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (3), DEATH KNIGHT

ENHANCED DIFFICULTY MODES: STYGIAN (2), FROST KNIGHT

DANTE MUST DIE!: STYGIAN (3), HELL KNIGHT

WAVE 3

NORMAL DIFFICULTY MODES: DREAMRUNNER

ENHANCED DIFFICULTY MODES: DREAMRUNNER (2)

DANTE MUST DIE!: DREAMRUNNER (2), WITCH



she changes tactics to protect herself. Once she's removed, use Angelic weapons to gather the Elite Stygians and kill them en masse.

You have 30 seconds to beat the second wave. If you take too much time, Dante dies automatically! Farm points against the light targets that appear, but rush up to the tower entrance when the clock starts getting low on time. Black pillars block the way. A small gap on the right side of the pillars lets you into the building.

Finally, a Dreamrunner attacks you inside. It'll be alone, so it's not a crazy battle. Back up, exploit its teleports, and attack after you've evaded its strike. Use three Rebellion swings, two Arbiter ground attacks, and then an Arbiter launch to make short work of it. Finish with a few hits in the air to try and eliminate the Dreamrunner.

Tough Entrance

On Son of Sparda difficulty, watch for the added Witch during the first wave. Switch to her as soon as she appears. Make sure that she remains your top priority until she's dead.

The double Dreamrunners aren't too easy either. Be conservative, punish them when you've separated the two, and keep at long range for the best evade opportunities.

On Dante Must Die!, you need to build up Devil Trigger energy during the first two waves. Use Devil Trigger to kill the Witch during the last fight. That way you "only" have to kill the two Dreamrunners to finish breaking into the tower.



ENHANCED DIFFICULTY

Look for a small, open doorway out of the room. This leads to a Divinity Statue. Pass the statue, and continue toward the elevators.

Don't walk into the elevator yet! Beside it is a breakable door. Use Arbiter for this, then explore the stairwell within.

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Lost Soul #64

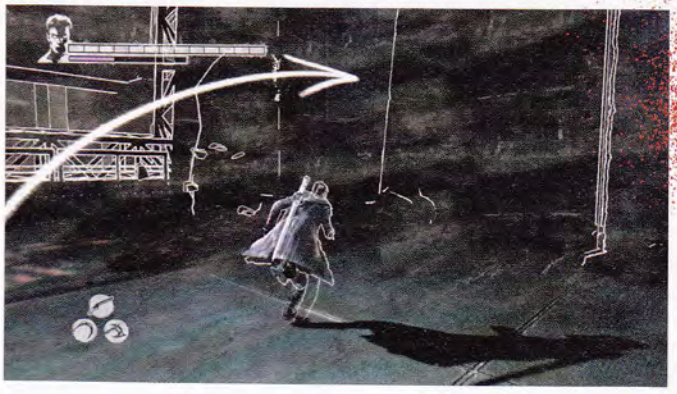


The Lost Soul is down inside the stairwell.

Walk back to the elevator and step inside. It takes Dante up to the 86th floor. Follow Kat's directions, and run through the corridor to the right. Two Elite Stygians and a Ravager try to stop you, but they don't have any backup. Eat them for breakfast!

Kat points out a skybridge entrance when the fight ends. Head toward that door and get onto the skybridge. Vergil turns off the lasers protecting the route, and you're clear to continue.

This gets you over to floor 87. You're not alone here.





Another Dreamrunner protects the lobby. Two Shielded Pathos fly above it. Pull them out of the sky after getting some distance from the swordsman, and kill those two before you fight the Dreamrunner. The Dreamrunner is much more manageable once it is isolated.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: SHIELDED PATHOS (2), DREAMRUNNER

ENHANCED DIFFICULTY MODES: ELITE STYGIAN (3), HELL KNIGHT (3)

DANTE MUST DIE!: ELITE STYGIAN (5), FROST KNIGHT (2)

WAVE 2

NORMAL DIFFICULTY MODES: N/A

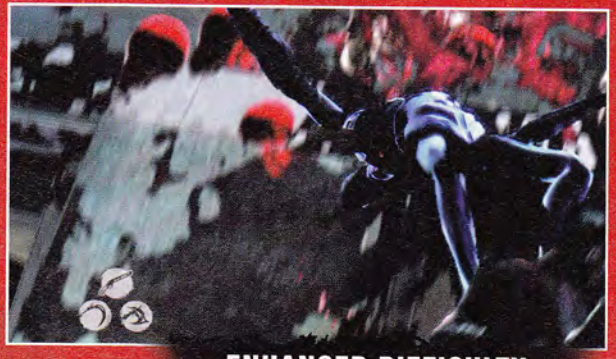
ENHANCED DIFFICULTY MODES: STYGIAN (4), DREAMRUNNER (2)

DANTE MUST DIE!: HELL KNIGHT (2), BUTCHER

Danger, Danger, Danger

The first wave is long but it can be tackled. Hell Knights and Elite Stygians can be cut down over time without as much risk. Build up Devil Trigger, and then spend it on wave 2. That's when Dreamrunners *and* Stygians appear. Get at least one of the Dreamrunners killed off during Devil Trigger if you want to play it safe.

For Dante Must Die! difficulty, the first wave is similar. Worry more about wave 2, with its Butcher. Pull the Hell Knights away and clear them as safely as possible. Close on the Butcher when it's alone, and save your Devil Trigger for later.



ENHANCED DIFFICULTY

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When the fight ends, Angel Lift to the upper floor of the room. Walk down the next hallway, and pass the open elevator you find. A room is ahead with some enemies. Kill them right now. Two Rages appear. Use Aquila to stun them, and thin the herd slowly, as usual.

The elevator takes Dante up to floor 105. Kat mumbles something about danger, demons, and a floor. Eh, it's probably fine…

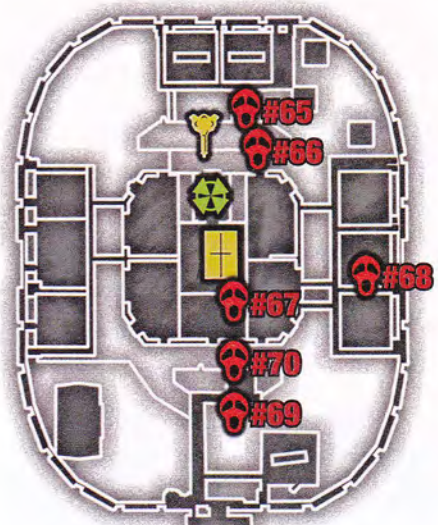
Get out of the elevator and take a right. Turn right again around the corner and look past a hole in the floor. Two Lost Souls are over there!







Time your jump so Dante leaps over the hole when the boxes aren't flying past. Cut both Lost Souls down from the wall, and return the way you came.



A GOLD KEY!

There is also a Gold Key in that spot, so it's a trove of fun collectibles.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: STYGIAN (6)

ENHANCED DIFFICULTY MODES: RAVAGER (2), DREAMRUNNER

DANTE MUST DIE!: LESSER STYGIAN (6), DREAMRUNNER

WAVE 2

NORMAL DIFFICULTY MODES: STYGIAN (4), WITCH

ENHANCED DIFFICULTY MODES: LESSER STYGIAN (6)

DANTE MUST DIE!: N/A



You can't get much farther around that side of the level. Mundus blocks the way. Turn around and go back to the elevator. From there, take the other route around the level. The small skirmishes you've been facing haven't done much damage, so Mundus has prepared a more intense battle in the next room.

First, the horde. A large group of Stygians appear. Use Buy In with Aquila, and let Osiris feed on them for a while with your awesome ground attacks. Mix this up with Arbiter to polish off the survivors, and wait for the real wave. A Witch attacks with several more Stygians. Use Devil Trigger, wipe out the Witch, and drop Devil Trigger afterward to save some of it for later use. Kill the Stygians normally.

It's Not Getting Better

On Son of Sparda difficulty, pull away from the Dreamrunner and Ravagers in this battle. This gets the Dreamrunner to expose himself to counterattacks when it teleports after you. Peck at it like that, and use Demon Evade buffs to get free attacks on the Ravagers when they're nearby (or use ranged attacks when they aren't). Lesser Stygians come in during the fight. The same tactic works well to keep them at bay.

On Dante Must Die! mode, use Demon Evade on the Dreamrunner while thinning the Lesser Stygians. Kill the Dreamrunner when you can. It's really not too bad compared to what you've already been through.



ENHANCED DIFFICULTY

GOLD CHALLENGE

Go all the way to the bottom of the stairwell. Unlock the Gold Door to gain an interesting challenge.



The hallway opens again. Walk carefully down that way, and use Revenant to destroy the two spinning demonic shard traps that are summoned. Shortly after that, two Ghost Rages attack. Stun them with Round Trip, and whittle them down with Osiris.

Another Angel Lift is above you. Use it to reach floor 106. Explore thoroughly. In the first major hallway, Elite Stygians come after Dante. Kill this small cluster of enemies, and move on.

You soon pass a side corridor with large holes in the floor. Jump across to a small ledge in the middle of these gaps. Look inside the room to your side. A stairwell leads down toward floor 104.

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Lost Soul #67



Before you leave the stairwell, try going all the way up! A Lost Soul waits for your assistance.

Lost Soul #68, #69, and #70



A Lost Soul is inside the blue door on floor 105. After you get it, look for a closed elevator door in the lobby close by. It opens when you approach, revealing two more Lost Souls. Save them from an eternity of easy listening music!



Get back to the main walking area of floor 106 and continue. You reach an area with an Angel Boost ahead of Dante, and holes in the floor that lead back down to floor 105. Drop down there now to gather a few more collectible items.

A horde of Lesser Stygians tries to stop you, but they're practically free points. When they're dead, cut through the blue vines around a nearby door.

Now that you've gotten almost everything, return to the upper floor by Angel Lifting back in the hallway. Use additional Angel Lifts to cross through the large room below. The sequence is as follows: Angel Lift, Angel Lift, Angel Boost, Angel Lift. It almost looks like you can make the Angel Boost without Angel Lifting again, but Dante falls short (dropping him back to floor 105). Don't make this mistake!

Go through the door at the end of the Angel Lifts, and slow down. The next sequence can earn you an Achievement/Trophy. There are several laser fields to jump through. Getting hit hurts Dante, and you lose the Achievement/Trophy until you replay the mission. Jump and Angel Boost past each field after their lasers have fallen. Wait in front of each field for at least a cycle or two to make sure you have the timing down.

The third field can be tricky. You have to jump, fall slightly, and then Angel Boost through. Try the jump several times before Angel Boosting to make sure you're getting the correct height.

A Dreamrunner and two Stygians ambush Dante in the middle of the skybridge. Stay well away from the lasers and fight them in the middle of the corridor. Use Devil Trigger if necessary. Finish the last two laser fields when you're done.

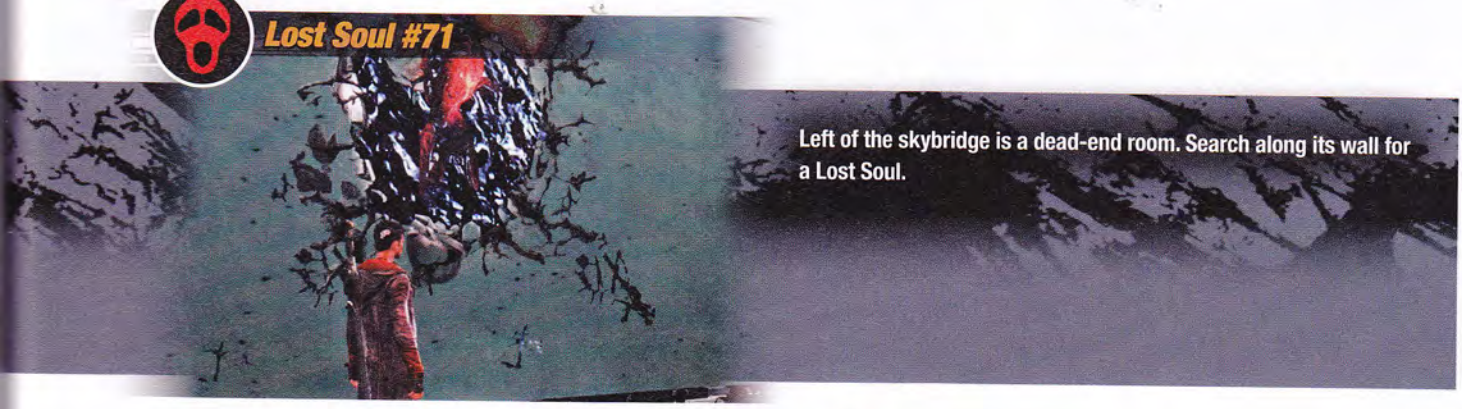
The laser field ahead is a little faster. The last one is slower, so wait for it patiently. Now that you're on the other side of the skybridge, turn left. Another Lost Soul is here.





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Lost Soul #71



Left of the skybridge is a dead-end room. Search along its wall for a Lost Soul.

After freeing the Lost Soul, take the right path leading away from the skybridge.

Enter the elevator at the end of the hallway. It leads to floor 154.
Not many demons are there. You fight a Death Knight and two Pathos in the first room. Back off to lure the Death Knight away from the flying demons if you are worried.

More fighting slows you down briefly on the way to the next skybridge.
But soon enough, Kat directs you toward it! Don't go quite yet. Continue to the very end of the hallway.

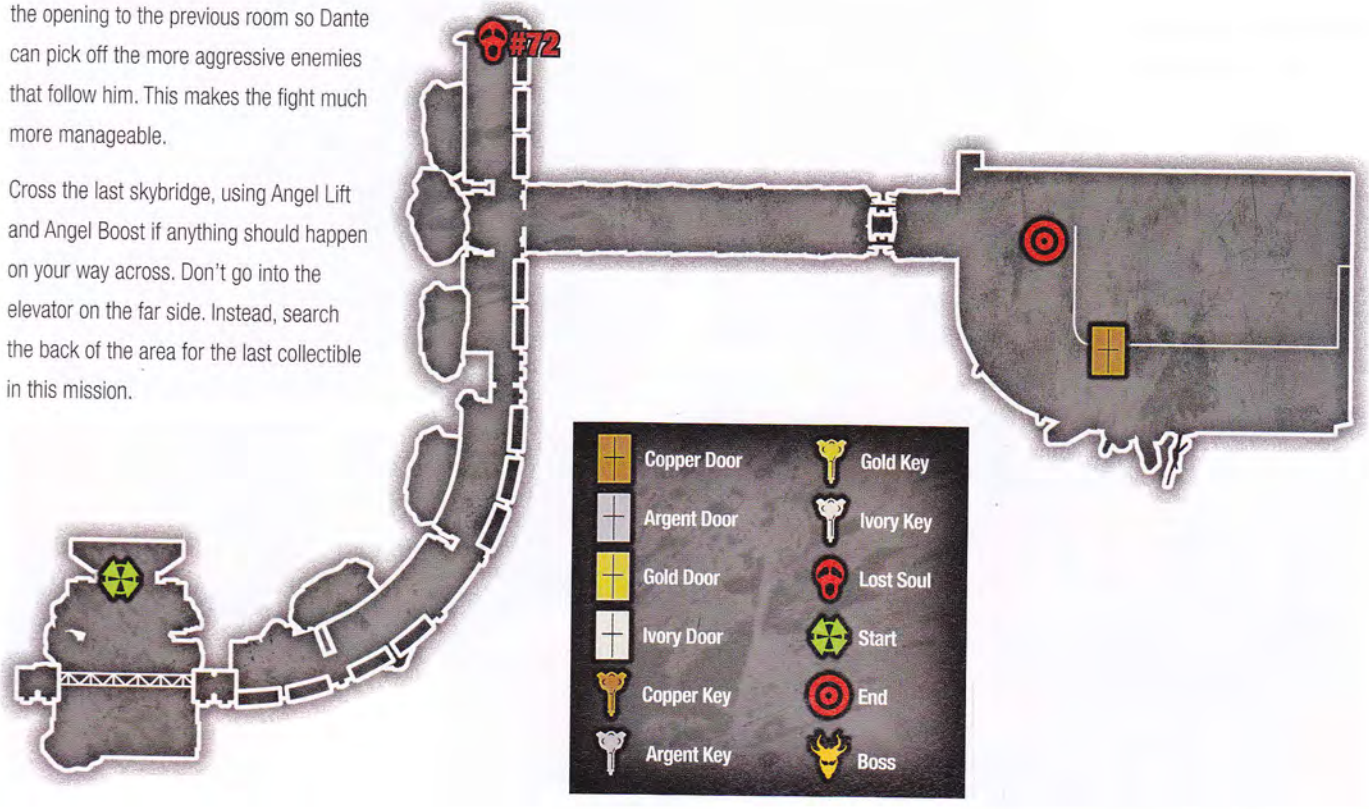
On Dante Must Die! difficulty, this hall gets rough. Harpies appear instead of Pathos. Lure them away from their ground support. The first two groups don't have any, so they're not too difficult, but Frost Knights accompany the final wave. Retreat past the opening to the previous room so Dante can pick off the more aggressive enemies that follow him. This makes the fight much more manageable.

Cross the last skybridge, using Angel Lift and Angel Boost if anything should happen on your way across. Don't go into the elevator on the far side. Instead, search the back of the area for the last collectible in this mission.

Lost Soul #9



A Lost Soul is hanging on the wall at the end of floor 154's hallway.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: HARPY (3), TYRANT

ENHANCED DIFFICULTY MODES: HARPY (3), TYRANT (2)

DANTE MUST DIE!: HARPY (6), TYRANT (2)

WAVE 2

NORMAL DIFFICULTY MODES: DREAMRUNNER

ENHANCED DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

DANTE MUST DIE!: GHOST RAGE, BLOOD RAGE

WAVE 3

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: HELL KNIGHT (3), WITCH

DANTE MUST DIE!: HELL KNIGHT (5), WITCH

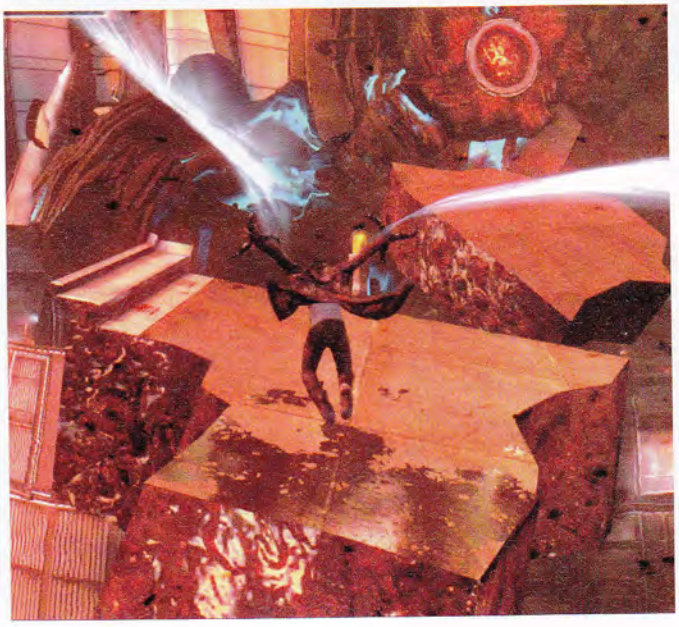
Ride the elevator up to the top, and draw your weapons. Enough exploring. It's time to kill some creeps!

Harpies attack as you leave the elevator. Go after them immediately, before their Tyrant buddy arrives. Angel Lift and clip the Harpies' wings as fast as you can. Use a little Devil Trigger if you have trouble with aerial combat. Then, use standard evade and punish tactics to slaughter the Tyrant.

A Dreamrunner arrives for dessert. Waste it immediately. Remember to use Demonic weapons to stagger it during your counterattacks. This tactic makes the fights much shorter.

All that's left is a fast jumping puzzle. Angel Boost is essential for getting across the moving platforms at high speed. It's a fun run, but any delays cost you.

And that's it. You've made it into the Furnace of Souls. Lucky you!



Just One More

Son of Sparda mode mixes this fight into a very new configuration. It still starts with Harpies and Tyrants, and having two Tyrants isn't too bad. Kill the Harpies first, and go after the heavies once you're safe from the aerial assault.

The Blood Rage and Ghost Rage wave comes next. Play it safe! Round Trip the Ghost Rage the entire fight, and peck at the Blood Rage until it dies.

Only use Devil Trigger on wave three, when the Witch comes out. Kill her instantly, and leave Devil Trigger on while punishing the Hell Knights. This is the final wave, so let it all go.



For Dante Must Die! difficulty, it's a similar fight to Son of Sparda, but everything is bigger. There are more Harpies than ever. Use Aquila and Osiris for aerial attacks that hurt multiple Harpies at once. Otherwise, Dante is going to get punctured way too often.

ENHANCED DIFFICULTY

COPPER CHALLENGE

A Copper Door is around the far corner, on this side of floor 154. Unlock it before taking the elevator up.





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Furnace of Souls

MISSION 17

KEYS: IVORY KEY
SECRET DOORS: GOLD CHALLENGE
LOST SOULS: 5

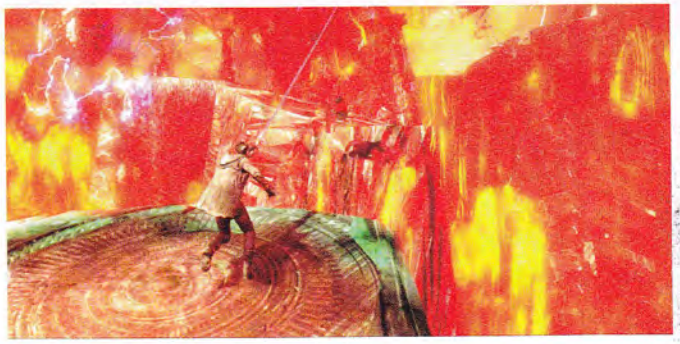




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The Furnace of Souls is an extremely dangerous location. The mission takes place in a large cavern that has several vertical tiers. You have to deal with many long jumps, a few nasty fights, and a constant threat from the flames that scour the area with great frequency. Advance as slowly as you can, make sure to get all of the collectible items here (some of which are hard to find), and don't stand on the edge of these islands. Getting burned prevents you from snagging an achievement; you have to play through the mission without taking any damage from the fire at all to get it!

Take the path on the right during your first time through the level. It leads past a Lost Soul not too far down. For now, simply jump between the platforms when the flames die down. The furnace is quite regular with its fiery outbursts, so it's easy to time the jumps as long as you don't have too far to go.



After a few jumps, you land on a platform with a Hell Knight and a Frost Knight. Score some points off of these foes, and knock them off the ledge when you tire of them.

Before leaving, look off the left side of the platform. See that Demon Pull spot in the distance? Wait until the flames die down, Angel Boost toward the spot, and then Demon Pull and Angel Lift to get Dante up to the island.

Angel Lifts lead Dante toward a much larger island, higher up in the level. Go toward this, when the fire is low. Your first real fight occurs as soon as Dante touches the ground.

Lost Soul #73



Free the Lost Soul in this isolated island. Then get back to the main route through the level by jumping onto smaller platforms off the left side of the area.

Lost Soul #74



These quickly lead to a somewhat larger platform. Look around the stone wall there. Behind the wall is a section of land that Dante can jump to safely. Do this and look for the Lost Soul above this position. Free that one too.

FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: ELITE STYGIAN (6), BUTCHER

ENHANCED DIFFICULTY MODES: RAGE SPAWN (6), RAGE

DANTE MUST DIE!: STYGIAN (5), GHOST RAGE

WAVE 2

NORMAL DIFFICULTY MODES: WITCH, BUTCHER

ENHANCED DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

DANTE MUST DIE!: WITCH, BUTCHER

WAVE 3

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: BUTCHER (2)

DANTE MUST DIE!: STYGIAN (6), BLOOD RAGE

WAVE 4

NORMAL DIFFICULTY MODES: N/A

ENHANCED DIFFICULTY MODES: N/A

DANTE MUST DIE!: WITCH, DREAMRUNNER

Two waves of enemies come after Dante. The first is especially fun; Elite Stygians pile onto you while a Butcher erupts from the island. For an easier fight, build up your Style rating by killing Elite Stygians at range, using Angel Evade if any of the Butcher's wide ranged attacks target you. Once the Stygians are removed, kill the Butcher without mercy.

Next, another Butcher arrives with a Witch in tow. Activate Devil Trigger, cut the Witch down, and snag the Butcher.

Before leaving this battlefield, look for a red spot on one of the distant walls. You have another Lost Soul to find before moving on.

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An Endurance Match

Dante Must Die! is the mode to watch for in this fight (and in this level). There aren't many fights in the mission, but the two primary ones are huge. Expect-wave after wave of enemies, with plenty of high-end targets to worry about.

For the two Rage and Stygian waves, use crowd control to keep the Rages off your back while you thin the Stygians. Use Round Trip for the Ghost Rage and Arbiter's launches for the Blood Rage.

Again, you may want to use Devil Trigger to kill the Witch quickly. If you aren't building up much Devil Trigger, then save what you have for the fourth wave. That wave needs it the most, as Witch + Dreamrunner = Fear.



ENHANCED DIFFICULTY

Lost Soul #75



The color of the Lost Soul's spot is the easiest way to find the poor fellow. Cut it free and get out of there.



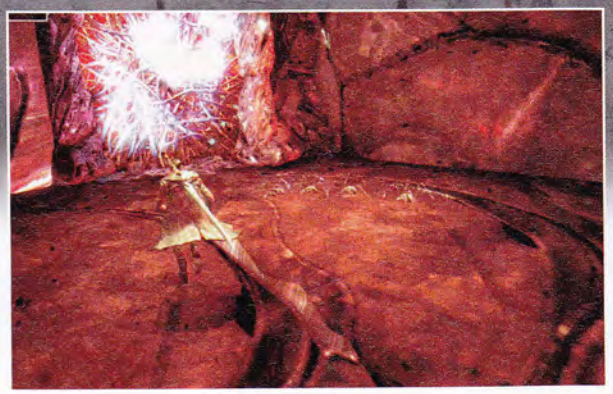
Jump to the islands across from the Lost Soul's portion of the platform. Continue heading up, and use Demon Pull to grab another platform that's not quite in position. Demon Pull another rock out of your way to Angel Lift to safety, even higher up.

Before you advance along the leftmost side of the island, stop and look to the right. An Angel Lift will take you to another isolated spot in the level. Go there when you can.

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THE IVORY KEY, AT LAST!

The only Ivory Key in the game is located here, behind a series of vines at the edge of the map. Cut through the vines and take your reward.



Return to the longer platform, and make your way forward. The next ledge has a Hell Knight and a Ravager. Knock them into the pit or farm them for points. Either way, they're nothing to worry about. On Dante Must Die!, there are two Hell Knights with the Ravager.

The next jumping sequence is a bit dangerous. You have to Angel Lift, Demon Pull, Angel Lift and Demon Pull again, and try to stick your landing before the fire burns you. Wait on the lower platform until the very moment the flames die down and start the Angel Lift. Good luck! This challenge may require some practice.



You land next to a Divinity Statue and can shop, if you need anything. Angel Lift a few times when you're done to get even higher up. Two Stygians are on the next island. Toy with the poor fools and then go looking for another Lost Soul and a Gold Challenge.

Lost Soul #76



The Stygian's platform has a Lost Soul; it's on the large wall, on the right side of the ledge. Cut it down before you leave.

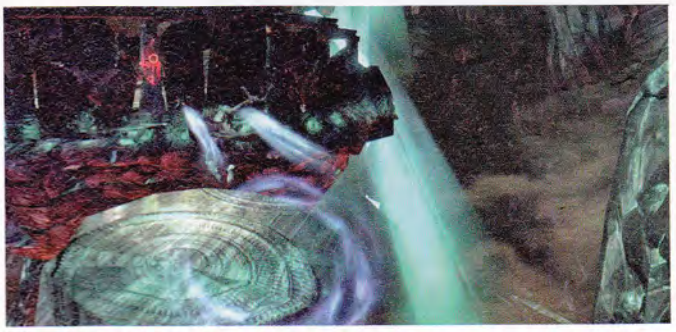
GOING FOR THE GOLD

Look for a small Demon Pull spot on one of the walls near the Stygian's platform. Use this and jump onto the ledge that is revealed. From there, it's easy to see a Gold Challenge beneath Dante. Get down there when you have a Gold Key and want some fun.



The way up gets easy for a little while. Use the small islands to hop up, and Angel Boost when you reach the section ahead. It's extremely clear. Up top, you have to cut through a section of vines and then Demon Pull an entire wall aside to reach a mighty battle.

When you land on the large platform, the music amps up and demons arrive in droves.



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FIGHT!

WAVE 1

NORMAL DIFFICULTY MODES: WITCH, TYRANT
ENHANCED DIFFICULTY MODES: TYRANT (3)
DANTE MUST DIE!: BLOOD RAGE, GHOST RAGE

WAVE 2

NORMAL DIFFICULTY MODES: TYRANT, DREAMRUNNER
ENHANCED DIFFICULTY MODES: STYGIAN (8)
DANTE MUST DIE!: STYGIAN (5), FROST KNIGHT

WAVE 3

NORMAL DIFFICULTY MODES: WITCH, DREAMRUNNER
ENHANCED DIFFICULTY MODES: WITCH, DREAMRUNNER
DANTE MUST DIE!: WITCH, TYRANT

WAVE 4

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: STYGIAN (5), HELL KNIGHT

WAVE 5

NORMAL DIFFICULTY MODES: N/A
ENHANCED DIFFICULTY MODES: N/A
DANTE MUST DIE!: TYRANT, DREAMRUNNER

For this battle, the enemies have opted for quality over quantity. Each engagement has two targets, and they're high-tier opponents. Use Devil Trigger to kill off a Witch or a Dreamrunner at some point during this engagement (or a couple of times if you have the meter built up). Don't go after the Tyrants like this because they have too much health and it's a waste of your energy. Better to assassinate low-health, high-difficulty enemies.

Otherwise, the typical tactics still work well. Keep the Witches subdued with Round Trip. Avoid their allies while killing them, and then turn on the other enemy after the Witch dies. For the Tyrant and Dreamrunner wave, back off to lure the Dreamrunner away from his ally, kill the Dreamrunner with counterattacks, and run away if the Tyrant charges or gets too close.

The Angel Lifts on the other end of the arena get you toward the end of the level. Pull yourself up and scour the island above, looking on the rocks for a Lost Soul.

Take the final Angel Lifts to leave the area. You're done!

Lost Soul #77



The last Lost Soul is on the smaller island above the arena. It's hard to miss.

Five Waves?

This one takes skill. The two Stygian and Knight waves are manageable, but the other three really challenge your evasive abilities. Save Devil Trigger for Witch assassinations in wave 3. Use the remainder on the Dreamrunner in wave 5.

With all Tyrant fights, keep the big guys at range until you've killed their allies. It's easier to see them coming that way.



ENHANCED DIFFICULTY



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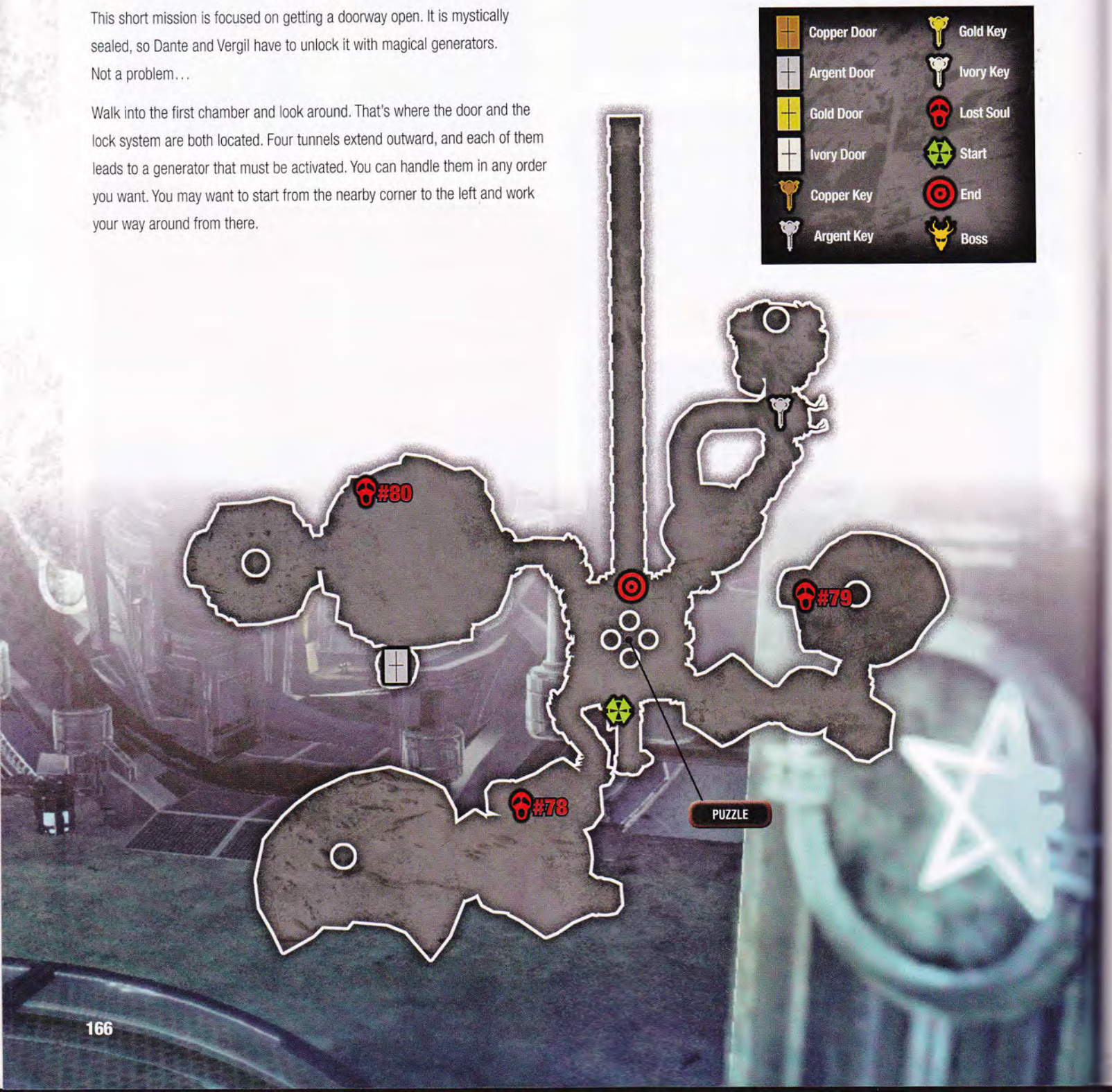
Demon's Den

MISSION 18

KEYS: ARGENT KEY
SECRET DOORS: ARGENT CHALLENGE
LOST SOULS: 3

This short mission is focused on getting a doorway open. It is mystically sealed, so Dante and Vergil have to unlock it with magical generators. Not a problem...

Walk into the first chamber and look around. That's where the door and the lock system are both located. Four tunnels extend outward, and each of them leads to a generator that must be activated. You can handle them in any order you want. You may want to start from the nearby corner to the left and work your way around from there.



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TUNNEL 1: LEFT FROM THE STARTING PASSAGE

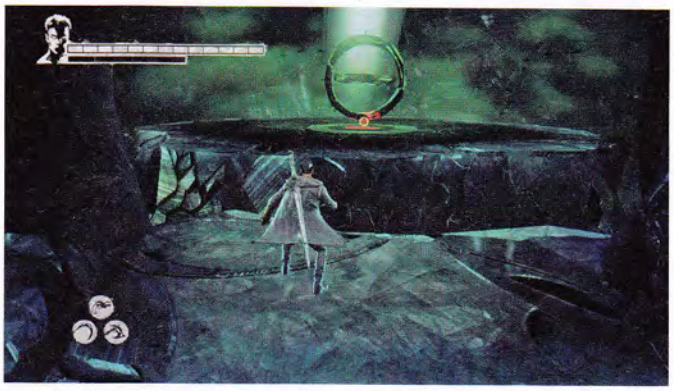
Take this initial tunnel and pass the Divinity Statue on the way in. Nothing bothers you on the way through the tunnel, and soon a new cavern opens up. Before jumping down to the platforms below, look to the right. There's a Lost Soul out there!



Double-jump and Angel Boost over to the Lost Soul's platform. Free it with a few swipes of your blade.

Drop to the bottom of the chamber and take the tunnel toward the generator. When you arrive, hop over to the generator and activate it with a single Demon Pull. This triggers a fight, but you've already gotten one of the four machines working. It won't take long to get them all.





Two demons spawn, ready to fight. Hit the Ghost Rage with Round Trip to delay it, and knock the Blood Rage into the air. Keep the Ghost Rage controlled with additional Round Trips, and solo the Blood Rage until it dies. Finish off the Ghost Rage with Osiris' On the Ground launcher attack and aerial combos. After the Rages are gone, take the way back out to the main room.

Awww, They're So Cute

A few Rage Spawn add to the fight on the higher tier difficulties. Keep hitting the Blood Rage, and use your Angelic weapons to keep the Ghost Rage busy while killing off the Rage Spawn with area-of-effect combos.



ENHANCED DIFFICULTY

FIGHT!

NORMAL DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE

ENHANCED DIFFICULTY MODES: GHOST RAGE, BLOOD RAGE, RAGE SPAWN (4)

DANTE MUST DIE!: GHOST RAGE, BLOOD RAGE, RAGE SPAWN (6)

TUNNEL 2: CLOCKWISE FROM TUNNEL 1

Walk clockwise around the large room and take the next tunnel you come across. Two secrets are in the cavern within. Make sure that you get both of them before taking the lower exit to the generator room.

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Walk down the right ledge and jump over to a platform with this Lost Soul. It's easy to see and reach.

Leave the room and jump over to the second generator. Do *not* start the device while standing right next to it. Dante is tough, but getting smacked by machines with moving parts isn't his idea of fun. Once Dante starts the generator, the next fight begins.

FIGHT!

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), STYGIAN (2), DREAMRUNNER

ENHANCED DIFFICULTY MODES: SHIELDED PATHOS (3), HELL KNIGHT, DREAMRUNNER

DANTE MUST DIE!: DREAMRUNNER (2)

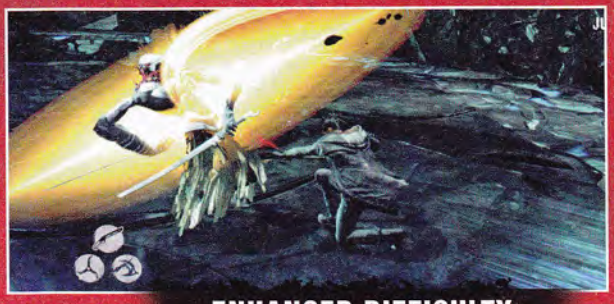
Five enemies come after Dante. The Shielded Bathos and Stygians are straightforward, but the Dreamrunner sure isn't. Immediately target the flying demons. Demon Pull, Angel Lift, and kill each. Attack the Stygians next, using any weapon you like. Stay agile, and watch the Dreamrunner even while you're killing the little guys. If he makes a move to attack, Demon Evade out of his way and respond with full force until the creep gets his defenses back up.

Continue doing this until the group is destroyed. Equip Revenant and make your way back out of the tunnel. Expect a spinning trap to appear at the top of the middle cavern. A single shot from the shotgun can nullify that problem.

Oh, Hell Knight

The addition of the Hell Knight in the Son of Sparda difficulty mode is troublesome. Kill the flying foes while keeping your distance, and try to score a Demon Evade off of the Dreamrunner's teleportation attacks. Use that buff to kill the Hell Knight quickly and efficiently. It will otherwise make your fight against the Dreamrunner much more annoying.

Dante Must Die! difficulty gives you even more trouble. Two Dreamrunners attack. Demon Evade their attacks, stay at range unless you're counterattacking with the damage buff, and as always, don't get greedy. If you have to evade two sets of Dreamrunner attacks, do so and counter the second attacker. Everything will be much easier when one of them dies. Be patient!



ENHANCED DIFFICULTY

AN ARGENT KEY: JUST WHAT YOU NEEDED

The Key is at the top of the path. After you get it, drop through the hole in the floor. It gets you to the generator room without wasting any time.



TUNNEL 3: CONTINUING CLOCKWISE AROUND THE CIRCLE

Go around the circle to the next tunnel in your route. Walk down the main path, but hesitate when you get to a large pit. It seems easy to cross, but there's more to this. Look down before you Angel Boost across. There is another tunnel, below you and off to the side. Drop down there.

Go into the generator room and start the reactor.

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BEGIN THE ARGENT CHALLENGE

Jump and Angel Boost toward the lower exit from the room, but climb back up a short distance to reach an Argent Door. Unlock this if you have an Argent Key (there is one on the opposite side of the level if you don't, so you won't have to wait very long).



FIGHT!

NORMAL DIFFICULTY MODES: LESSER STYGIAN (6), BUTCHER

ENHANCED DIFFICULTY MODES: STYGIAN (4), HARPY (2), BUTCHER

DANTE MUST DIE!: ELITE STYGIAN (3), RAVAGER, BUTCHER

Harpies Too?

When the Butcher and the Stygians arrive on Son of Sparda difficulty, you might think that the fight will be easier than Nephilim. But, you should know that Harpies come in later during that wave. Hurry to get the Butcher killed before they arrive so you don't have threats from three different sources. Arbiter strikes, Demon Evade, and Devil Trigger are your best opportunities for this.

For Dante Must Die! mode, the late addition is a Ravager instead of some Harpies. You have enough time to kill the Butcher first, so things aren't too bad. Your big challenge is mastering the evasion for the Butcher's four-hit combo. Don't double back on yourself while dodging, and run to the sides (never backwards). For the fourth strike of the series, Angel Evade gives you a little more leeway.



ENHANCED DIFFICULTY

Start killing Lesser Stygians as soon as they appear. The Butcher that assists them won't attack at range very often, and if you evade (or Angel Evade) well, the saw blades it throws will hurt the Stygians instead of Dante.

Use Devil Trigger for extra points and some fun. Finish the Butcher off once you have an opening. There is plenty of room to maneuver, and the fight isn't especially brutal.

More spinning traps try to take Dante out as he leaves the area. The first trap is safe to shoot, but the others appear on the other side of the big pit. Instead of shooting at them, back up when they appear. Hide behind the rock wall so the traps destroy themselves without hitting you. Now leave the area. The next two traps are straightforward; shoot them and get to the next tunnel.



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TUNNEL 4: THE LAST CORRIDOR (RIGHT SIDE)

A short passage leads to the last generator. There aren't any traps or monsters yet. However, there is a Lost Soul in the room.



A Lost Soul is waiting on the left side of the generator room. Jump onto the tiny ledge against the wall. Use the ledge to get up onto the Lost Soul's platform. Free it before you activate the generator.

After you do that, jump to the generator's platform and activate it from a safe distance.

FIGHT!

NORMAL DIFFICULTY MODES: SHIELDED BATHOS (2), STYGIAN (2), WITCH

ENHANCED DIFFICULTY MODES: STYGIAN (4), SHIELDED BATHOS (2), WITCH

DANTE MUST DIE!: ELITE STYGIAN (3), HARPY (2), WITCH



There's a bit of a tougher fight here. You don't have much room to evade, and Dante has to kill a Witch, two Stygians, and later a couple of Shielded Bathos, which join before you even finish the first few monsters.

Keep pressure on the Witch with Round Trip, attack the Stygians briefly, but get strikes in with your axe on the Witch before she breaks out of the stunning attack. Repeat this as best you can, evading her spells each time she goes on the offensive.

Though a short fight, it's a hard one to master. Do your best! On the way out, use Revenant to destroy a few more spinning traps that appear.

No Room!

The Witch on Son of Sparda mode is a massive pain. She has Stygian backup, and flying enemies come in later in the wave. You won't have any room to move around, so dodging the Stygians and the Witch's attacks is troublesome. If you've saved Devil Trigger, use it now. Otherwise, keep as many targets as possible stunned with Round Trip, and work on individual enemies during this safe time.

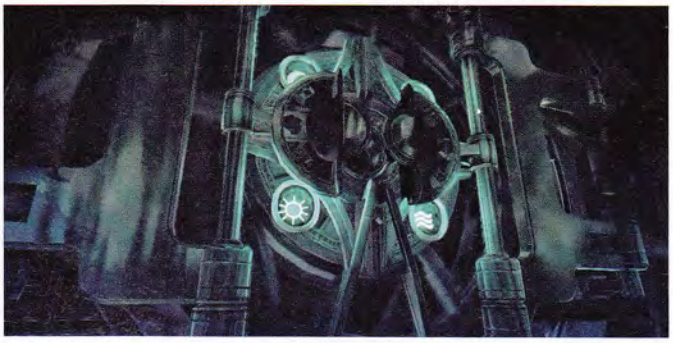
Dante Must Die! difficulty mixes up the enemies, but the theory is still the same. Burn the Witch down during Devil Trigger and then clean up the mess afterward.



ENHANCED DIFFICULTY

With all four generators lit, you can open the door that's blocking your path. However, there's a tiny problem. You have to align the four symbols on the ground so that each one matches the pillar with the corresponding symbol.

To do this, use Eryx on the red dots at the center of the room. Each dot spins the circle around it. The circles overlap, and this allows you to transfer symbols to other circles by positioning them and then switching to one of the other dots.



This puzzle can be solved just by fiddling. Get the symbols onto their proper circles and rotate things until you get the orientation you need.

One solution (simple, but not the fastest):

- Move the upper-right circle first, to isolate the crescent moon
- Move the lower-right circle twice
- Move the lower-left circle twice
- Move wavy lines three times on its circle
- Move lower left twice to get the wave lines and sun out of the way
- Move the upper left once to put the crescent moon into position
- Move the lower left three times to complete the puzzle

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Face of the Demon

MISSION 19

KEYS: NONE
SECRET DOORS: NONE
LOST SOULS: NONE



It's time to confront Mundus. You've made it all the way to his lair, and all that is left is a battle for supremacy. Watch the scene between the two characters as the mission begins. Once it ends, the action starts quickly.

Use Angel Lift and Angel Boost to get Dante onto safe ground. After landing, use Angel Lift, Angel Boost, and then a Demon Pull to give Mundus more trouble. Another scene mixes up the action, and you're left with Dante and Vergil in one of the nearby skyscrapers.

Follow Vergil through the building. Your job is to smash things out of the way. Vergil can take out the normal doors, but Dante should Demon Pull obstacles and break the doors and walls using Arbiter and Eryx. Get down to the lower level and watch another scene. The real boss fight begins now.

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MUNDUS

WEAK POINT(S):

None

ATTACK WARNINGS:

The ground pulses to show where Mundus will strike.

BASIC TACTICS:

- Angel Lift to a safe platform once the real fight starts.
- Evade before Mundus strikes, jump over his shockwaves, and then Angel Lift back to his hands after the danger has passed.
- Attack each hand while it's exposed.
- Use Demon Pull to rip out Mundus' eye after one hand is destroyed, and repeat this after the second one falls.
- Dodge Mundus' fireballs and then attack his face when he leans over; Angel Lift to him if you're too far away to take advantage of these easy hits.
- Finish the demon and enjoy your victory.

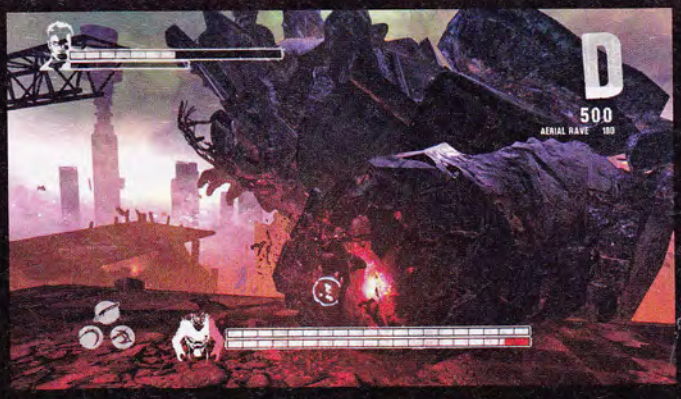
To start, Angel Lift and then Angel Boost to safety. You need to do this a few times throughout the fight. Mundus loves to cover the platforms in magma, necessitating a quick departure for Dante every time this happens.

Once you've gotten onto the other platform, start dealing damage to Mundus' hands. He'll often make a heavy, smashing attack with one arm. Watch the ground to see where the blow is going to land. Evade away from that mark and immediately leap into the air to avoid the shockwave afterward. Angel Lift over to Mundus' hand as soon as possible and use Arbiter combos to deal damage after you land.

Be careful: you don't want to use Arbiter's aerial attack against Mundus' hands. This does quite a bit less damage than your ground combos. Make sure that Dante gets both feet on the ground before you start attacking. Getting a full combo against the hand is worth your setup time.

When Mundus uses a two-handed strike, hurry toward either side of the platform or the dead center. The impact takes up quite a bit of room, but you're safe at the center or the edges. Everything in between is quite risky. Make sure to jump before his fists impact, or the shockwaves will slam you around just as badly as if you'd been hit by the fists directly.

Another common attack is Mundus' fireball. He'll aim his fist at you, and the fireball starts to grow almost immediately. Wait until you hear a whooshing sound and then evade! You can avoid the attack every single time by doing this.



If Mundus is feeling particularly evil, he'll try a combo of his own. He'll attack the ground three times in quick succession. Keep Dante moving to avoid all three. As long as you have room, don't double back. You want to run in a single direction so Mundus' fists won't hit you on the ground or in the air.



Your goal is to destroy one hand. Once that's done, Mundus leans over. Demon Pull his eye out! Focus your damage on the other hand next, and Demon Pull his second eye out when you succeed.

Mundus finishes the fight by alternating between triple fireball attacks and a move where he merely leans forward, asking you to cut into his face. Avoid the fireballs with normal evasion and then Angel Lift to Mundus' face when he leans over (or walk right up to him). Attack his face with Arbiter for a fast victory.



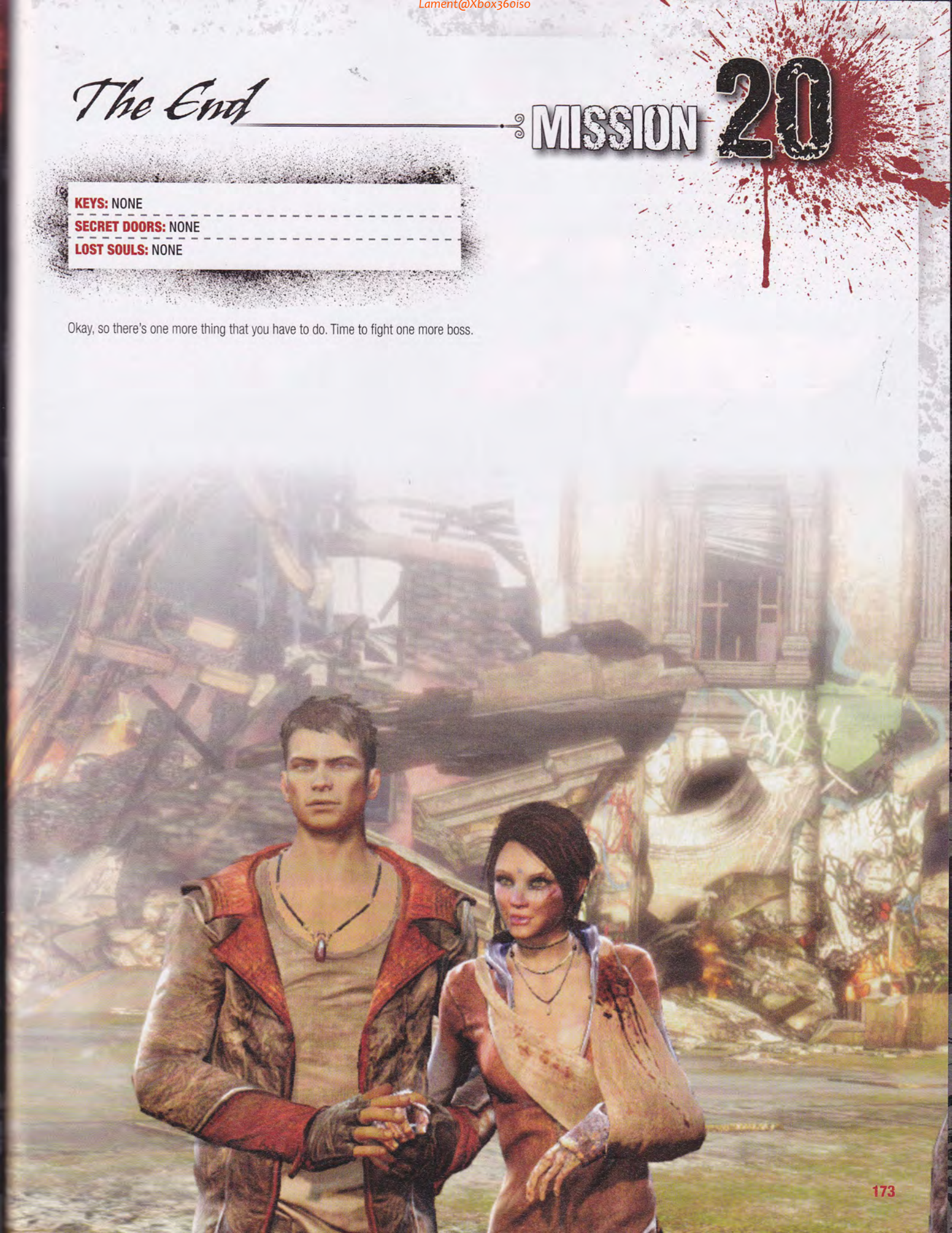
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The End

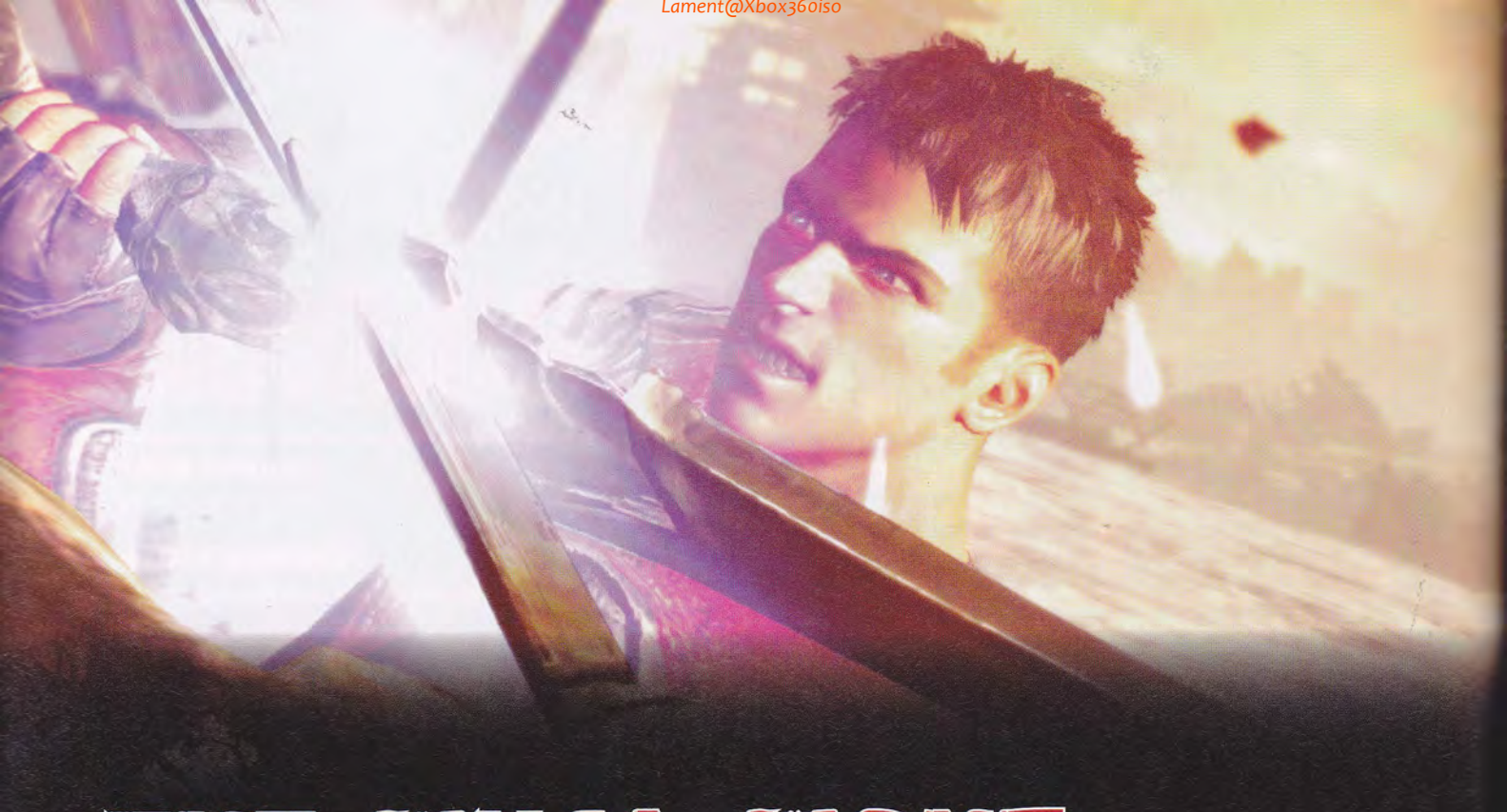
MISSION 20

KEYS: NONE
SECRET DOORS: NONE
LOST SOULS: NONE

Okay, so there's one more thing that you have to do. Time to fight one more boss.



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THE FINAL FIGHT

WEAK POINT(S):
None

ATTACK WARNINGS:
Bright flash of white

BASIC TACTICS:

- Wait for the boss to dedicate to his attacks.
- Try to get Demon Evades and then punish him before he recovers from his attacks.
- Parry the enemy's ranged attacks, or use your guns to destroy his projectiles before they're launched.
- Angel Lift to the boss if you see him flare blue, or use Demon Pull if he flares red; taking advantage of both opportunities makes the fight much easier and faster.
- Attack the shadow that appears in the later fight so that Dante accrues Devil Trigger energy.
- When the boss falls down to the ground, use Devil Trigger and attack him after the shadow is lured away; this ends the engagement.

The toughest part of this fight is trying not to get hit. Your opponent has a huge array of attacks, and many of them have similar setup positions. You need to have extremely good reflexes to avoid getting dinged here and there.

The first thing to master is your Demon Evade and reprisal for the encounter. This is the key to doing high damage *and* getting an awesome Style rank. When your enemy sets up his sword attacks, he'll fall back into a defensive sword posture. That's your warning. Keep one hand on evade and another on your Demon trigger. As soon as the other guy moves, hit evade and hope for the best. His aerial moves, later in the fight, are often evaded in the same fashion.

Respond by racing after the boss and hitting him twice with Rebellion's ground attacks, and then three times with a standard Arbiter combo. This does a huge amount of damage, rocketing Dante up in Style ranks even if he's starting from scratch.



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This technique is your bread and butter for the final boss. If you master it, everything else is doable even before you get the timings down. You will use this on every difficulty setting. Although, Dante Must Die! provides a much more frightening battle.

If the boss sets up a ranged attack, use Revenant to disrupt the missiles that appear over your enemy's head. He might do this again, but you're free to keep on shooting until he tries something else. That's easier than evading the four shots. It's also safer.

When your enemy charges across the screen, he'll leave a vortex of wind and energy in his wake. Do *not* run through this. Dante takes damage from it, loses precious time in getting his counterattack, and drops a couple ranks of Style. Go around the wind.

Later in the engagement, the boss uses two types of aerial attacks. He'll appear in the air above the battlefield and either throw a vortex of energy at Dante or kick down toward him at full strength. Treat the kick in the same way as the boss' normal sword charge. Demon Evade and cut him down with Rebellion and then Arbiter.



For the ranged attack, evade normally and use Demon Pull to yank the boss out of the air before he lands. Attack him afterward until he's able to block again. Then back off to prepare for the next go around.

Late in the fight, the boss summons a shadow version of himself. This shadow makes its own attacks (and can hurt Dante). However, you gain Devil Trigger energy by attacking it. Do this to build up your supply, and keep hitting the primary enemy whenever you can. As soon as your foe reaches low health, he'll keel over. Lure the shadow away from its master, turn on Devil Trigger, and then attack the boss quickly and directly to end the fight. Otherwise, he'll heal and get back up (forcing you to damage him, build up more Devil Trigger, and try the whole thing over again).



On Dante Must Die!, you have to deal with all of these problems and more. The enemy likes to use charged blade attacks that create large areas of damage. This happens later in the fight, but it's sure tough to contend with. Use healing items to survive this while you're still learning the battle. Later on, practice running away from the boss while he's charging up. He'll teleport after you for a second, third, and fourth bite at the apple. But you should keep running, and evade his blasts. When the sword swings, evade and keep moving.

You can hurt the boss while he's charging up for these strikes, but it's risky. Don't try this until you're very comfortable with the fight! It's better to wait him out and go back to moves that are easily countered (such as the overhead kick attack).



Use Angel Evade to avoid the fast ranged attacks that your enemy uses in the later stages. He'll throw out these swirling attacks one after the other, and normal evades aren't good enough to dodge all of them. Roll backward at first, and then use Angel Evades for the remainder of the series.

These tactics should help you master the final boss fight. Getting a SSS (at any difficulty level) is much easier once you've run the fight a dozen times and practiced avoiding the attacks. That said, the only serious tool you need is the fast Demon Evade and reprisal with Rebellion and Arbiter. That will win you the fight and get you high scores every single time. Learn it, abuse it, and love it!

And with that, you've beaten the game. Doing this on any of the original difficulty levels opens Son of Sparda mode, a higher difficulty level with a new mix of enemies, better enemy attacks, and plenty of challenges!

If you beat Son of Sparda, you get a new outfit and unlock Heaven or Hell, Hell and Hell, and Dante Must Die! modes. These are quite fun to master, so give each a try. Dante Must Die! is probably the toughest, but Hell and Hell will give you a run for your money as well.

Well, get to work! And start posting those high scores.

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THE KEY TO POWER

There are 21 secret missions hidden throughout the world of *DmC Devil May Cry*. Access the secret missions by grabbing Keys and unlocking Challenge Doors in the game's standard missions. All Keys and Challenge Doors are pointed out in the walkthrough for each mission (and are also listed in the Quick Reference chapter, a global appendix for hidden items at the end of the book).

This chapter explains how to beat each of the secret missions. Once unlocked, each one can be attempted before you leave the normal mission area or at any time in the future from the main menu. Simply choose "Secret Missions" from the available options and then select the secret mission that you wish to complete.

All of the secret missions have rewards. You work toward either improving Dante's maximum Health or Devil Trigger. Be sure to finish all 21 secret missions!

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Air Brawl (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: LESSER STYGIAN (5)
TIME LIMIT: 1:20
RESTRICTIONS: ENEMIES ONLY TAKE DAMAGE IN THE AIR



This is a straightforward challenge. Dante starts with a group of Lesser Stygians nearby. You can't hurt them while they're on the ground, but attacking them is still effective to disrupt their attacks or to get them airborne.

Use launching attacks to get the enemies up in the air, and then jump or Angel Lift to them for fast attacks. Lesser Stygians don't have much health, so you can get this done within the time limit even if you're inefficient and attack one enemy at a time.

That said, it's more fun and effective to pull the enemies close together and launch a few of them simultaneously. Aquila's Buy In attack is ideal. This gets the Lesser Stygians into a closer circle around Dante. Launch them from there and damage as many of the targets as possible.



Angel Lift up toward additional victims while you're still in the air if you have time, and work on them before getting back down to terra firma.

Simple Traversal (Copper Challenge)

GOAL: REACH THE GOAL WITHIN THE TIME LIMIT
ENEMIES: N/A
TIME LIMIT: 1:00
RESTRICTIONS: N/A



This secret mission is dedicated to fast movement. Dante has to rush from the starting point toward the goal at the other end of the map. Use Angel Lift frequently and hit your double-jumps, and that's about it. You won't have to fight any enemies or worry about your health. Falling takes away a few seconds of your time and sets Dante back, but it doesn't mean that you're out of the running, so keep at it!

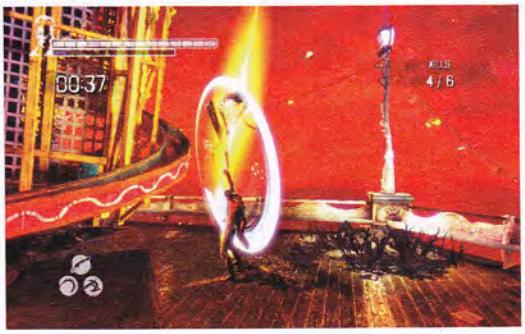
Run toward the stairs ahead and climb to the top. Jump across the first small pit to get onto another piece of land. Now turn left and double-jump to reach the higher area above Dante. Run toward the edge of the platform and use Angel Lift to pull yourself toward the blue symbol ahead. Repeat this two more times to swing from symbol to symbol while crossing the gap. The timing isn't very hard, and you have a fair amount of leeway in when you trigger each Angel Lift. Just don't let go!



Hurry across the new ledge and Angel Lift to the higher point nearby. Turn to the right and run forward. Double-jump across two open spaces. You're almost to the end now. Use Angel Lift four more times to swing over a large chasm. This gets Dante to the goal. Run across the finish line, hopefully with plenty of time to spare.

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GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: LESSER STYGIAN (6)
TIME LIMIT: 1:00
RESTRICTIONS: N/A



There are six Lesser Stygians, and all you need for your reward is to kill all of them. No restrictions, no worries. Use your favorite weapon and cut through everything that gets in your way.

Attacks that hit over a wide area are good choices because the enemies end up surrounding Dante through most of the early fight. However, you can evade through the group to try and keep most of them on one side of Dante if you'd prefer to use a more high-damage but smaller area weapon.

Osiris ground attacks work nicely and are flashy ways to kill the group, and they hit almost all of the enemies without trouble. If you whittle the Lesser Stygians down with those attacks, consider Arbiter's heavier damage to finish off the stragglers at the end.

Demonic Conflict (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: SHIELDED BATHOS (2), DEATH KNIGHT (3)
TIME LIMIT: 1:20
RESTRICTIONS: N/A



This kill task gives you some choices. Two Bathos fly overhead, and three Death Knights patrol the ground. If you prefer fights to be simple, it's better to take out the flying targets first. Knock away their shields briefly by hitting them with Demon Pull. After that you can shoot them, Angel Lift up to them for a quick aerial kill, or use Demon Pull again to bring them to earth. All of these work well. Dante can kill the Death Knights more easily without having to worry about dodging grenades.

However, players that like to move constantly can benefit from the Bathos. Their grenades hurt anything they hit, including Death Knights. You can lure the enemies over the grenades while you're fighting them. If that's a technique you enjoy, leave the Bathos alive until the Death Knights have been killed.

Also, this is a great secret mission to load when you'd like to practice deflecting projectiles. Dante can hit the grenades back into the Bathos with well-timed sword strikes. Work on your timing here, where the fight can be reloaded almost instantaneously.



Either way, the Death Knights are the enemies that take the most time to kill. They have decent health, and their shields absorb a fair amount of punishment. Knock the shields aside with Demon Pulls or heavy attacks from Arbiter or Eryx, your Demonic weapons.

Once the Death Knights are off balance, launch them for deadly air juggles to keep the fun going. Finish the fight as soon as you can. Then collect your reward.

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Angelic Warfare (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: STYGIAN (10)
TIME LIMIT: 1:20
RESTRICTIONS: ENEMIES ONLY TAKE DAMAGE FROM ANGELIC WEAPONS

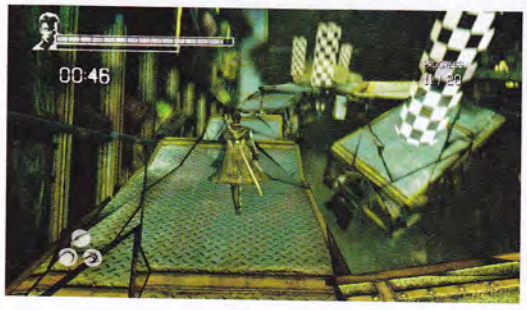


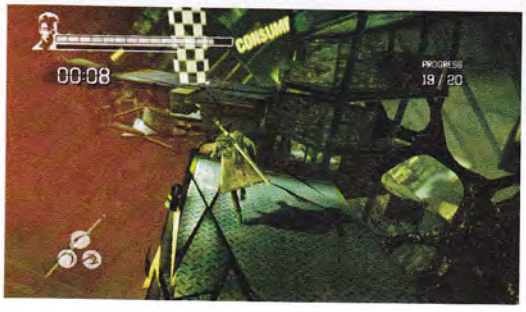
Get out your Angelic weapons and go to town on 10 Stygians. They're a weak lot, but six of them attack immediately, so you have plenty to swing at. Use wide area attacks as much as possible so the damage gets spread around. Aquila's Buy In and Killer combos both do a great job early in the fight, with Osiris' Karma acting as the perfect finisher. Once you get going, Karma can kill the groups very quickly. You won't need to use Evade because the enemies get interrupted constantly, so pure aggression is your best defense.

Rapid Descent (Copper Challenge)

GOAL: REACH ALL OF THE GOALS WITHIN THE TIME LIMIT (20)
ENEMIES: N/A
TIME LIMIT: 1:20
RESTRICTIONS: N/A







This is a fast course that can be demanding of your maneuvering skills. Hitting all 20 targets in the given time limit is tricky (but very doable). There are a couple of ways to get the course done. Provided here is one of the best ways to reliably complete this challenge.

If you take a practice run to look around, the entire race becomes much easier. Ignore the clock and just wander around the place for a minute or so. See where the goals are and how the place is divided. There aren't many targets along the center of the way down to the bottom, are there? In fact, you can almost divide the course into the left side and the right side. And that is exactly what you should plan to do. Instead of trying to get everything on the way down, get everything on the left path to the bottom, hop down into the pit to reset Dante to the top, and then get the goals on the right side of the descent.

This works pretty well indeed. You can finish the course with almost 20 seconds to spare, and that's without taking many practice runs to refine your technique.

Start from the top of the course and hop down the left side. There are 15 goals to grab in this set, which leaves five for the second stretch. Use double-jumps for the upper areas. The boxes are close together and don't require any gliding. It's only when you need to cross large gaps, in the middle-lower portion of the course, that gliding with Angel Boost is warranted.

After you get all 15 goals along the primary course, jump down and start from the top again. Hop onto the goal that's on the right side of the starting platform, and Angel Boost down from there. There are two pairs of goals that you have to get. The first pair requires a full jump and Angel Boost to reach. They're easy to see if you keep looking right. Get those and then double-jump and Angel Boost from that large platform to get to the second pair. This shaves a huge amount of time off of your run. As soon as you finish, you get your prize.

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A Taste of Heaven (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: SHIELDED PATHOS (3), DEATH KNIGHT (8)
TIME LIMIT: 1:20
RESTRICTIONS: ENEMIES AND DANTE DIE IN ONE HIT





Aptly named, this secret mission uses the difficulty for Heaven or Hell mode. This means that Dante has no spare health, but neither do any of your enemies. All of them are carrying shields, but you're a heck of a lot more powerful and aggressive.

Your opponents consist of three Shielded Pathos and eight Death Knights. That sounds scary, but it's actually not too much to ask of you. Normal Judgement attacks from Arbiter crush through the Death Knights and often kill them in a couple blows. The first knocks aside the shield, and the second tears into the juicy bone underneath. As long as you evade properly, this is a safe way to kill the Death Knights. Avoid their attacks, which you should be able to see coming, and watch for the beams of light that appear when the Pathos start aiming their crossbows at Dante.

For the Pathos themselves, a fast Demon Pull/Angel Lift combo gets Dante in their faces. A single swipe with Rebellion takes care of that problem. Or, you can knock the shields aside and use ranged weapons to kill each target.

If you enjoyed this challenge, then Heaven or Hell mode is going to be right up your alley! Beat the game on Son of Sparda mode to unlock it. If you haven't unlocked Son of Sparda, simply beat the game on any difficulty to get there.

Stylish Victory (Copper Challenge)

GOAL: GAIN AN S RANK WITHIN THE TIME LIMIT
ENEMIES: LESSER STYGIAN (3)
TIME LIMIT: 2:00
RESTRICTIONS: N/A



This is a fast challenge once you know what you're doing. Getting an S rank in Style is quite manageable. Back away from the enemies that appear so they give chase to Dante. This groups them together so you can attack them simultaneously. Use a fast weapon, such as Rebellion or Osiris, to wade into the group. Mix up your attacks after each series of blows. Combine ground attacks, launches, shots at enemies while they're in the air, Angel Lifts to hit the targets before they land, and so on.

If you purchased the Rebellion attack called Trillion Stabs, this is an ideal move for this challenge. A successful attack with it gets Dante a considerable amount of Style points.

Switch weapons frequently to increase your rank as quickly as possible. If you are having trouble, restart the secret mission and try again with a fresh set of enemies. Remember to dodge any and all enemy attacks. Taking a hit sets your Style back by a huge margin, making it much harder to hit your goal efficiently.

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Bait and Switch (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: LESSER STYGIAN (3)
TIME LIMIT: 1:30
RESTRICTIONS: ENEMIES ONLY TAKE DAMAGE WHILE THE DEMON EVADE DAMAGE BONUS IS ACTIVE



Before undertaking this mission, make sure to purchase Demon Evade from the abilities portion of the shop. It is a required part of this exercise. If you don't have a spare upgrade, sell an upgrade from another ability and use it for Demon Evade (at least for now).

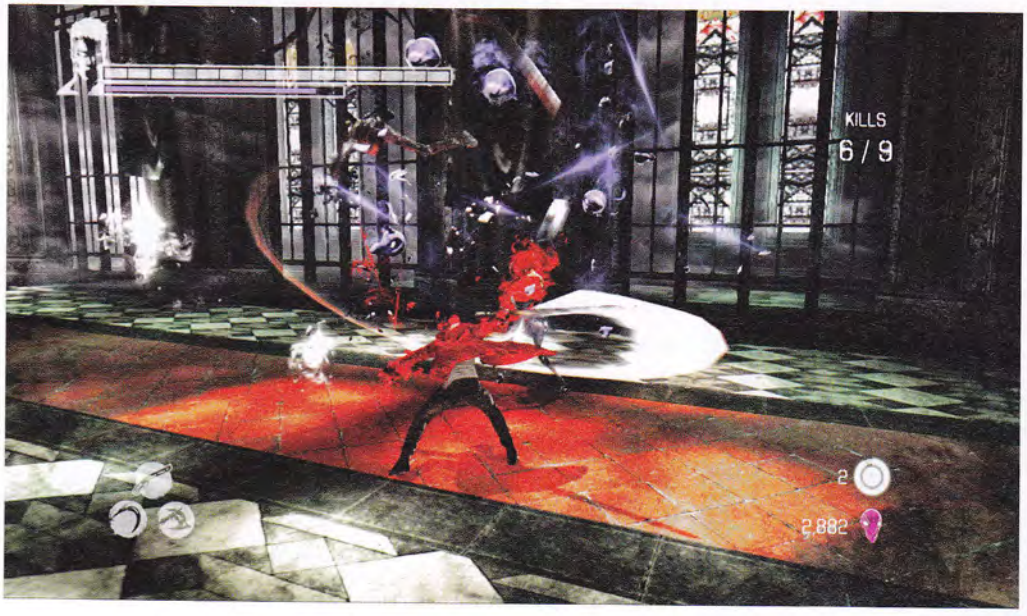
The raw damage output needed for this secret mission is trivial. Those Stygians are weak, and there aren't many of them. You have 90 seconds to get the job done.

To activate the Demon Evade that you need, hold down the Right Trigger while waiting for one of the enemies to approach. Watch for signs of their attacks, and wait until the very last moment to dodge. Doing this scores a Perfect Evasion and grants you the Demon Evade bonus for a short time. Wade into the Stygians as soon as you can by attacking with heavy blows from your Arbiter axe. If the enemies are too far away, Demon Pull them over to Dante for faster melee action.

Remember that these enemies telegraph their attacks from far away and for a long time. Do not evade prematurely! Wait while the Stygians scream and only tap the button to evade when they actually start their swing. If you mess up, wander back to the group and wait for the next attack. You have more than enough time. Once the bonus activates, you can kill the entire group before it wears off.

The Power Within (Copper Challenge)

GOAL: KILL ALL ENEMIES BEFORE DANTE'S DEVIL TRIGGER EXPIRES
ENEMIES: LESSER STYGIAN (9)
TIME LIMIT: BASED ON DEVIL TRIGGER
RESTRICTIONS: N/A



All nine targets are effectively disabled by your Devil Trigger. It's just a matter of seconds to destroy each of them and collect your reward. Use Angel Lift to pull Dante up toward each Stygian. Once he's next to one, swing Rebellion four times to unleash Hacker and kill each foe. Before dropping to the ground, repeat this by Angel Lifting to another enemy.

It's possible to do this nine times in a row without touching the ground. Every kill restores a little bit of your Devil Trigger, so time isn't much of a factor unless you have serious trouble with the Angel Lift and Hacker combo.

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What Goes Around (Copper Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: BATHOS (2), STYGIAN (2)
TIME LIMIT: 1:10
RESTRICTIONS: ENEMIES ONLY TAKE DAMAGE FROM OTHER ENEMIES' ATTACKS



Dante isn't allowed to do the damage in this secret mission. Instead, he has to rely on the Bathos flying above to kill the Stygians (and then each other as well). Take your fingers off of the Attack buttons at first. Simply move around and lure the Stygians onto the grenades that the Bathos toss.

After a few blasts, the two Stygians die, leaving you with the flying demons as your only targets. Get ready to attack and wait for them to throw their grenades at you. Smack these back at the Bathos with an attack from Rebellion. The timing isn't hard if you're ready for the grenade ahead of time. Just swing while the grenade is in the air and watch the fun when it returns to the sender. If you miss or are late, then simply Evade away and wait for your next chance. The Bathos fly close enough to each other that you're likely to kill both of them after a couple grenades.

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Moderate Traversal (Argent Challenge)

GOAL: REACH THE GOAL WITHIN THE TIME LIMIT
ENEMIES: N/A
TIME LIMIT: 1:30
RESTRICTIONS: N/A



This race is harder than the Copper Challenge that you might have attempted already. It requires that you master gliding, fast switching between Angel Lift and Demon Pull, and avoid overshooting your landings. That said, you have about 30 seconds of spare time on the clock, so racers shouldn't have to pull their hair out to win!

To begin, run forward and around the left side of the starting platform. Enter Angel mode while running so you're ready to Angel Lift as soon as you hit the end of the ledge. Use two Angel Lifts to fly up higher, and then Angel Boost at the end to push forward. Keep your fingers on the Angel and Jump buttons to ensure that you descend slowly and get the most possible distance.



After Dante lands on the platform below, use Demon Pull and then jump onto the next piece of land. Run to the end of the long ledge, using jump and Angel Boost to gain speed while crossing the stretch. This isn't necessary, but if you're going for the best possible time it's easy to shave off a few seconds here.

When you reach the edge, jump and Angel Boost toward the Angel Lift in front of Dante. Continue to alternate between Angel Boost and Angel Lift to get to the end of the long groundless area.



Keep moving. At the end of the platform, use Angel Lift twice, Demon Pull a block toward you, and then Angel Boost over to it.

The next stretch is similar. Angel Lift, Angel Boost forward, and then Demon Pull another platform. This time you should descend normally to get onto it. Gliding causes Dante to overshoot unless you're really careful about it.

Double-jump and Angel Boost over to the next platform. You're almost at the end now, but the final bit is particularly tricky.

Angel Boost toward the last section of Angel Lifts. Angel Lift and quickly switch to Demon mode. Demon Pull the nearby block into position, Angel Boost toward it, and then Angel Lift again. Do the same thing for the next section, although you won't need to Angel Boost to snag the second movable block. Once you're through, Angel Boost and descend toward the goal.

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Flawless Conquest (Argent Challenge)

GOAL: KILL ALL ENEMIES
ENEMIES: SHIELDED BATHOS (2), RAVAGER, FROST KNIGHT (2)
TIME LIMIT: N/A
RESTRICTIONS: DANTE CAN'T TAKE DAMAGE



This fight is all about perfection! You have to kill five targets without letting Dante take a single hit. This is kind of what it's like to play on the Hell and Hell difficulty mode, but at least the targets aren't especially nasty.

As soon as the Shielded Bathos appear, Demon Pull them to kill at least one of the two. Although their grenades can be helpful during some fights, you want to keep this skirmish simple. The less you have to worry about dodging, the better.

Avoid the other enemies while finishing off the second Shielded Bathos. Then, get to work on the Ravager and his Frost Knight. Disabling attacks, such as various aerial launchers or Aquila's amazing Round Trip, really help you to keep the enemies divided. Make sure that your opponents have trouble surrounding Dante.



Focus your efforts on the Ravager first. It's the meanest of the enemies, and taking your eyes off of it can spell instant disaster. Knock the Ravager into the air, shoot it with Kablooey (if you have it already), and otherwise use dirty tricks to ensure that it can't enrage and use its best attacks against you.

Once the Ravager is down, go after the Frost Knights with impunity. Remember to use Osiris and Aquila against them. Other attacks bounce off harmlessly.

Colossal Triumph (Argent Challenge)

GOAL: KILL THE TYRANT WITHIN THE TIME LIMIT
ENEMIES: TYRANT
TIME LIMIT: 45 SECONDS
RESTRICTIONS: N/A



Enter Demon mode as soon as the fight begins, and stand your ground. The Tyrant is very likely to charge Dante as its first attack. Wait until the last moment and then evade. Turn and Demon Pull the Tyrant as soon as you get up. This tears down the beastly demon, leaving it exposed (and you get the damage boost from a Perfect Evade, if you timed it correctly).

Make sure that the Tyrant never gets up. Lay into it with your highest damage weaponry. Arbiter attacks are perfect, but Eryx is great too. Use whatever you feel comfortable with, and carve into the Tyrant again and again.

If it survives, back off to encourage the demon to charge you a second time. Repeat the process. It's more dangerous to stay close to these monsters; their close-range attacks are a little harder to evade.

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Hasty Acquisition (Argent Challenge)

GOAL: GAIN THE TARGET NUMBER OF RED ORBS WITHIN THE TIME LIMIT
ENEMIES: N/A
TIME LIMIT: 35 SECONDS
RESTRICTIONS: N/A



Dante has to collect 90 Red Orbs to win this secret mission. There aren't any enemies around, but you're in luck; there are quite a few obstacles to destroy. All you have to do is run around the level and hack at everything in your way.

Lamp posts, trashcans, and mopeds are your targets. When moving short distances, simply charge up to them and swing your blade. Fast pistol attacks seem more intuitive, but they won't always hit their mark (costing you valuable seconds). If an object isn't quite close enough, a single blast from Revenant is effective. The shotgun has so much spread that it can clear objects that you might otherwise have missed. Aquila's area attacks can serve the same function, if you stand in the center of the alley.

After clearing each side alley, jump and Angel Boost to save time repositioning. You don't have to get every item in the area to win, so don't go after single targets unless they're directly along your path toward additional objects.

Displaced Skirmish (Argent Challenge)

GOAL: KILL ALL ENEMIES WITHIN THE TIME LIMIT
ENEMIES: LESSER STYGIAN (5), RAVAGER (2)
TIME LIMIT: 1:50
RESTRICTIONS: ENEMIES ONLY TAKE DAMAGE FROM WITHIN THE ACTIVE ZONES



This one is fun! Though it sounds dicey at first, you have to herd your enemies into green circles around the level and kill all seven of them there. Enemies can be hit outside of the circles, but none of them take damage there.

Watch for the green circles. They expand and contract over time, so always be on the lookout for new ones if your current hunting ground is on the wane. Use Demon Pull to get targets over to you if none of them are in your circle at the moment.

Once the foes arrive, use a mix of launchers and aerial attacks to kill them. The advantage of these attacks is that they throw the enemies up and down but not outside of the circle's radius. Arbiter's Drop attack is magnificent for this. It slams the ground beneath Dante and launches the enemies. Hit this attack again and again to punish the Stygians and Ravagers. As a bonus, you won't be as easy to hit because Dante is above the enemies most of the time.

Divergent Slaughter (Gold Challenge)

GOAL: KILL ALL ENEMIES
ENEMIES: STYGIAN (4)
TIME LIMIT: N/A
RESTRICTIONS: DO NOT USE THE SAME ATTACK TWICE



The key to this secret mission is to be slow and methodical. Rotate through each of your weapons and use each of your attacks a single time. That way, you won't accidentally start some combo that you've already used. Use Rebellion's ground attack, its launcher, and some aerial moves. Then move on to Arbiter. Do the same thing with it. Try your Angelic weapons next. Then use some gun attacks to finish off stragglers. If anything is still alive after all that, try more unusual attacks that require dashing toward foes.

As a personal challenge, you can do this another way. It's a little bit harder to knock each of the foes out of the ring, but that gets kills as well. Lure Stygians over to the edge and then launch them into the air to see them fly off into the lava.

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Extreme Traversal (Gold Challenge)

GOAL: REACH THE GOAL WITHIN THE TIME LIMIT
ENEMIES: N/A
TIME LIMIT: 1:40
RESTRICTIONS: N/A



This is the final race course in the secret missions, and it's certainly the toughest. Instead of having around 30 seconds to spare, like the Argent Challenge, you only have a bit over 10 seconds of leeway (unless you practice and get a really excellent time). This means that mistakes are very costly here!

Start running as soon as you can. Jump across the first two caps and never stop. Run to the edge of the next platform and Angel Lift three times. Then immediately press the Jump button to forcefully Angel Boost three more times until you land at the other end of the area.

Use Demon Pull to expose a new ledge, jump onto it, and then jump again to reach the top. Switch to Arbiter while you move, because you need it to break open a door just ahead.



Jump and Angel Boost to hop between ledges, and run to the end of the next island. Angel Lift and Angel Boost through the four green circles ahead. Mentally prepare yourself for a Demon Pull because you need to perform one as soon as you finish the gliding portion of the course. Land carefully.

Double-jump and Angel Boost down to the lower island, and switch to Eryx as Dante charges ahead. Smash the rocks in front and keep going.



The next sequence is a little tricky. Angel Lift and Angel Boost through three green circles. Then Angel Lift and Angel Boost two more times. Be careful; a fall here can cost you serious time.

Use Aquila to cut through the blue doorway on the next platform. Then use Eryx to smash through another rock.

Run to the end of the platform and take on the final part of the course. Angel Lift, use a fast Devil Pull, and then Angel Lift afterward. Go through the boost rings. When they finish, Demon Pull and Angel Lift again. Then Angel Boost toward the finish.

A Day in Hell (Gold Challenge)

GOAL: KILL ALL ENEMIES
ENEMIES: LESSER STYGIAN (6), RAVAGER
TIME LIMIT: N/A
RESTRICTIONS: DANTE DIES FROM A SINGLE HIT



This level is exactly like Hell and Hell mode. These seven targets have full health and will attack aggressively. You have to defend yourself without taking any hits. Use caution, evasion, and sensible tactics to stay alive.

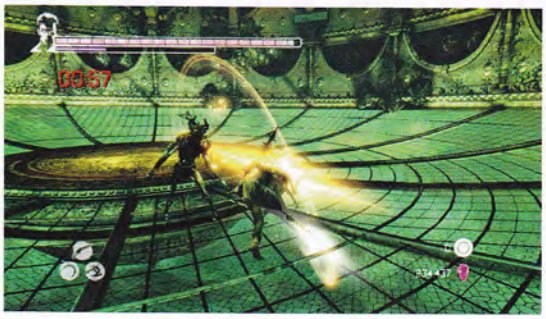
Disruptive attacks, especially from Aquila, are useful to prevent the enemies from coming at you all at once. Aquila's wide-area attacks throw enemies off, interrupt their routines, and can be used to stun enemies when necessary. The Ravager here is a great target to hit with Round Trip so Dante can kill Lesser Stygians without as much fear of reprisal.

If your timing has gotten fairly good, use evade while in Demon mode to get a damage boost. This lets you finish fights sooner. As long as you're good enough not to get hit in the process!

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Subsistence (Gold Challenge)

GOAL: SURVIVE UNTIL THE TIMER EXPIRES
ENEMIES: CONTINUOUS
TIME LIMIT: 3:00
RESTRICTIONS: EACH ENEMY KILLED RESTORES SOME OF DANTE'S HEALTH





This is your three minutes in heaven (or hell, depending on how you feel about chaotic melee combat). Dante has to survive wave after wave of incoming enemies. This challenge starts with Stygians, but the enemy ranks soon fill with Death Knights, Ravagers, and even Dreamrunners toward the end.

Running away from the villains isn't the best idea. Though it avoids their attacks, you should soon notice that Dante's health is falling. To survive, you have to kill! Each enemy grants a slight health boost, so slaughter is your best defense.

Use Osiris and Aquila attacks when the enemies bunch together to disrupt them while doing fairly high damage. During the time when enemy numbers shrink, switch to Eryx for fast high-damaging blows that still give you strong opportunities for evasion.

Devil Trigger accrues during the battle. Use it if you get into any serious trouble. The increased damage resistance, health regeneration, and enemy control make a huge difference. Try to save this for the last portion of the battle, when the first Dreamrunner comes out. Before long, you'll be victorious!

Shenanigans (Ivory Challenge)

GOAL: KILL ALL ENEMIES
ENEMIES: GHOST, RAGE, WITCH
TIME LIMIT: N/A
RESTRICTIONS: N/A





There are only three enemies to kill in this final challenge. You don't have to worry about time, restrictions, or anything besides Dante's survival. However, this is a mean group to face. The Witch is a murderer at range, and her shields offer substantial protection from most attacks. Ghosts and Rages are extremely fast enemies. They're hard to evade, deal high damage, and won't give you a moment to yourself.

Here's the best way to beat this elite strike force. Use Aquila's Round Trip against the Witch and the Ghost. This keeps the Witch's shield down and disables the Ghost most of the time. While that's happening, rush the Witch and use heavy Arbiter and Eryx attacks to knock her out of the running while trying to stay away from the Rage. It follows you, but stay away when you can, pull the Witch over to your position, and get yourself airborne.

As soon as the Witch dies, lay into the Rage. Continue to disable the Ghost with Round Trip, and hit the Rage with Eryx, as fast as you can. As long as you attack aggressively, the Rage gets disrupted before it can get into most of its attack routines. Only stop every few combos to renew your Round Trip on the Ghost.

When the Rage dies, the Ghost frenzies. However, you've already done some damage to the Ghost and won't have to dodge other targets. Be ready to evade the Ghost's spinning charge attacks and its double swipes.

As soon as the frenzy fades, use Round Trip to stun the Ghost. Then switch to Osiris to get the Ghost airborne. Keep it in the air and never let it down (if you can). Otherwise, repeat the process and snag the win!

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QUICK REFERENCE

This chapter details the locations for a variety of items. If you're trying to find that one subtle Lost Soul, a Key, or a secret mission location and its reward, this is the place to go! Each entry provides the location of every collectible item in the game. These thumbnails also provide a mix of text and visual tips to make it easier to find the items once you're there.

Lost Soul Locations

1



MISSION:
Found (1)
LOCATION:

Eryx Required

After acquiring Ebony and Ivory, a Lost Soul waits, tucked away nearby behind a glowing Eryx Crystal. Use the gauntlets to smash through the wall and free it.

2



MISSION:
Found (1)
LOCATION:

This soul is easy to find, since the camera zooms in on it. Simply walk up to it and set it free.

3



MISSION:
Found (1)
LOCATION:

A series of glowing blue points next to the Merry-Go-Round lead the way to a Lost Soul. Angel Lift to retrieve it.

4



MISSION:
Found (1)
LOCATION:

After the Hunter breaks the large mirror, go through and look right to find a Lost Soul on the wall.

5



MISSION:
Found (1)
LOCATION:

Arbiter Required

Take a right after the broken mirror to find a door with glowing red cracks running through it. Hack through the door with Arbiter to find a Lost Soul.

6



MISSION:
Found (1)
LOCATION:

After the mirror, hang a left at the giant electrocuted doll to find a small room with some spiders and a Lost Soul over the entrance.

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7



MISSION:
Home Truths (2)
LOCATION:

A crashed chandelier in the main room points the way to a sunken hallway lined with obsidian. Using the Angel Lift point brings Dante to a Lost Soul in a tiny room.

8



MISSION:
Home Truths (2)
LOCATION:

Aquila or Osiris with Double Up Required

Past the Divinity Statue in the upper hallway, a door blocked by blue vines hides a Lost Soul. Using Aquila's Round Trip is the easiest way to clear the obstacle, but Osiris' Double Up can also be used.

9



MISSION:
Home Truths (2)
LOCATION:

Angel Boost or Midair Dodge Required

After the revelations of Sparda's Portrait, the next hallway shows a Lost Soul recede into the distance as the corridor pulls away. It can be reached using Angel Boost (once obtained), but a double-jump and midair dodge will also cover the distance.

10



MISSION:
Home Truths (2)
LOCATION:

Directly beneath the receding hallway is a pit with another Lost Soul.

11



MISSION:
Home Truths (2)
LOCATION:

Arbiter Required

Smash through the glowing cracks with Arbiter to follow the ghostly children. A Lost Soul is wailing on the other side of the door, only a jumping slash away from freedom.

12



MISSION:
Home Truths (2)
LOCATION:

Osiris or Aquila Required

While following the children down the hall to the bedroom, they pass in front of a doorway choked with blue vines. Clear the obstructions away to reveal a Lost Soul.

13



MISSION:
Home Truths (2)
LOCATION:

After the vision quest that grants Demon Pull, head into the pit and through the hall. Turn around when the floor drops out to reveal a Demon Pull marker to find a Lost Soul over the door.

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14



MISSION:
Home Truths (2)
LOCATION:

Osiris or Aquila Required

After the main room breaks into fragments, smash through the Arbiter door to reveal a Divinity Statue and another vine-choked doorway. Use an Angelic weapon to clear the vines and reach the Lost Soul.

15



MISSION:
Home Truths (2)
LOCATION:

Osiris or Aquila Required

After obtaining Osiris, smash through the cracked door with Arbiter and clear away the vines with Osiris (or Aquila). This Lost Soul is at the end of a collapsed hallway on the right and requires an Angel Boost to reach. This is also the location of a Copper Door.

16



MISSION:
Bloodline (3)
LOCATION:

After the road to Kat and the exit falls away, turn around to find a Lost Soul waiting on the archway.

17



MISSION:
Bloodline (3)
LOCATION:

Aquila or Osiris with Double Up Required

From the fountain, a set of blue vines on the wall blocks a Lost Soul. Aquila's Round Trip makes short work of them, but it is possible (with patience and skill) to use Osiris' Double Up to break through.

18



MISSION:
Bloodline (3)
LOCATION:

From the upper ledge, use Angel Lift at the triple markers to proceed. Midair dodge right at lift point two and then jump to the Lost Soul. Angel Evade can help cover the distance.

19



MISSION:
Under Watch (4)
LOCATION:

After the initial fight, look around to find a Lost Soul wailing underneath the overhang.



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20



MISSION:
Under Watch (4)
LOCATION:

En route to the first camera, turn around after using the second Angel Lift to see a Lost Soul. Jump and use midair attacks to set it free.

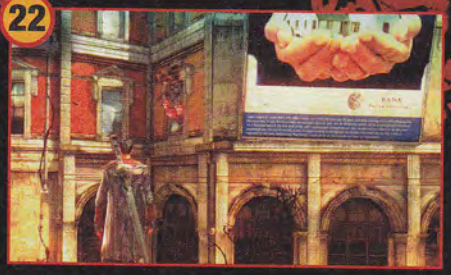
21



MISSION:
Under Watch (4)
LOCATION:

After destroying the first camera, go up the nearby stairs instead of following Kat down. A Lost Soul is at the top.

22



MISSION:
Under Watch (4)
LOCATION:

Use the dry fountain (by the first Divinity Statue) to jump to the Lost Soul on the side of the building. Let it loose with a midair combo.

23



MISSION:
Under Watch (4)
LOCATION:

Use the dry fountain as a launching point to reach the high Angel Lift. After the Angel Lift, jump over and free the Soul.

24



MISSION:
Under Watch (4)
LOCATION:

Arbiter Required

After meeting the Frost Knight, a Lost Soul is waiting high up on the walls. Collect it by using Angel Lift to the platform by the Divinity Statue and making a long jump and attack.

25



MISSION:
Under Watch (4)
LOCATION:

While jumping from platform to platform on the way to camera three, check the surrounding buildings. A Lost Soul is high on the wall. Angel Boost and attack!

26



MISSION:
Under Watch (4)
LOCATION:

Arbiter Required

Before dropping down to take out the third camera, use Arbiter to destroy a nearby cracked wall and reveal a Lost Soul.

27



MISSION:
Virility (5)
LOCATION:

Take the left fork from the starting area and work upward. At the triple Demon Pull boxes, turn around and Angel Lift. A Lost Soul is visible on a red cargo container one more Angel Lift away.

28



MISSION:
Virility (5)
LOCATION:

After meeting the Hell Knight for the first time, look around for two distant Angel Lift points. Use them to reach a Lost Soul.

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29

MISSION:
Virility (5)
LOCATION:
After the cutscene spotting the destination corridor and its revolting tubes, Demon Pull to the covered cargo containers. A Lost Soul is on the right as you enter.

30



MISSION:
Virility (5)
LOCATION:
Aquila Required
Upon reaching the tube corridor, turn and look up. Use Aquila's Round Trip to clear the vines from the three red cargo containers. Then Angel Lift and make your way through the boost rings. Another Angel Lift to a high platform brings another Lost Soul to reach.

31



MISSION:
Virility (5)
LOCATION:
Hang right while facing the corridor and the vile tubes of the secret ingredient. A Lost Soul is against the wall a short walk away.

32



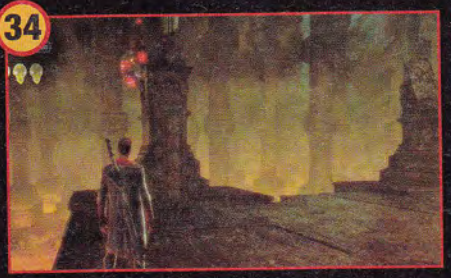
MISSION:
Virility (5)
LOCATION:
Facing the corridor, climb the cargo containers on the left. A Lost Soul can be found above the mixing corridor.

33



MISSION:
Secret Ingredient (6)
LOCATION:
Arbiter Required
This Lost Soul is found during the timed section. Use Demon Pull to provide stable flooring, Angel lift to the next section of pipe, and then turn around. A Lost Soul is waiting on a floating piece of metal.

34



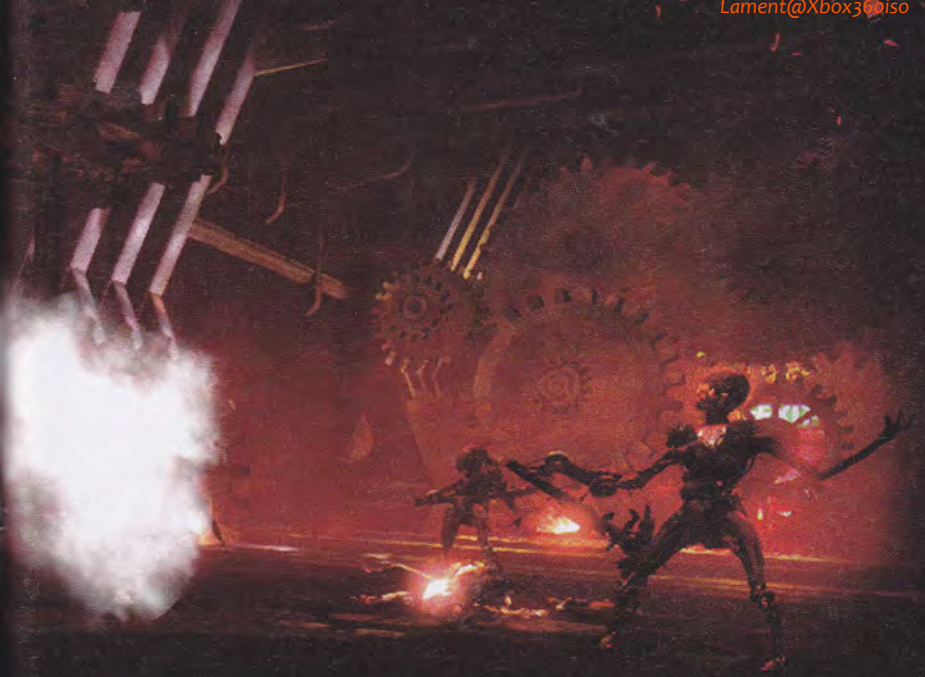
MISSION:
Secret Ingredient (6)
LOCATION:
Look left after exiting the pipe to see a Lost Soul against the pillar. Set it free!

35



MISSION:
Overturn (7)
LOCATION:
After reaching the Central Penitentiary, look left after reaching the Eryx Crystal. A Lost Soul is on a nearby platform.

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MISSION:
Overturn (7)
LOCATION:

Aquila Required

After the boost rings, use Aquila's Round Trip to clear away the blue vines to the right of the landing zone. Angel Lift to the cleared zone and continue to Angel Lift twice more to a Lost Soul.



MISSION:
Overturn (7)
LOCATION:

After the boost rings, look for a red cargo container with an Eryx Crystal with a Demon Pull point. Use Demon Pull to create a platform, jump to it, and then turn around to see a fenced-in area with a Gold Door and a Lost Soul a short jump away.



MISSION:
Overturn (7)
LOCATION:

After meeting the Rage, follow its spawn through the small window. A Lost Soul is above the fence on the left.



MISSION:
Overturn (7)
LOCATION:

After seeing the elevator, head to the right, instead of left up the ramp, to find a Lost Soul.



MISSION:
Overturn (7)
LOCATION:

Arbiter Required

At the top of the elevator ramp, Angel Boost around the perimeter to find a Lost Soul against some Virility crates.



MISSION:
Overturn (7)
LOCATION:

After exiting the elevator, a Lost Soul is in the next room. Collect it before breaking through the Eryx Crystal on the floor.



MISSION:
Overturn (7)
LOCATION:

The Divinity Statue after the elevator overlooks a Lost Soul.

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43



MISSION:
Eyeless (8)
LOCATION:

Aquila or Osiris with Double Up Required

After the corridor extends, break through the Eryx Crystal to continue pursuing the Harpies. Blue vines hide a Lost Soul on the other side of the corridor. Due to the lack of a floor, Aquila's Round Trip is the safe way to remove them, but Osiris' Double Up can be used with skill.

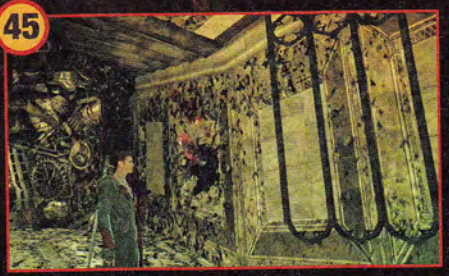
44



MISSION:
Eyeless (8)
LOCATION:

After the train passes and Dante enters the train tunnel, look left. A Lost Soul is back in that direction.

45



MISSION:
Eyeless (8)
LOCATION:

After passing the Divinity Statue, a Lost Soul can be found in a small alcove on the right side of the corridor.

46



MISSION:
Eyeless (8)
LOCATION:

At the Harpy Nest, Angel Lift to the tunnel with the upside down yellow sign reading "Platform 1."

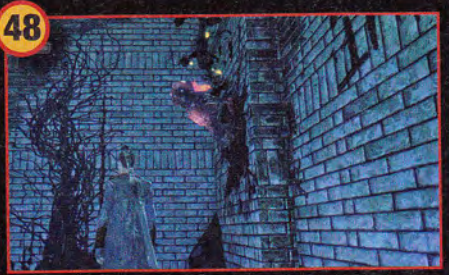
47



MISSION:
Eyeless (8)
LOCATION:

At the Harpy Nest, Angel Lift to the tunnel with the upside down yellow sign reading "Platform 2."

48



MISSION:
Devil Inside (9)
LOCATION:

Arbiter and Aquila or Osiris Required

Break the glowing cracks at the start of the mission with Arbiter and then follow the corridor. A Lost Soul is blockaded by a fence and blue vines, so break out the Angelic trimming equipment to get to it.

49

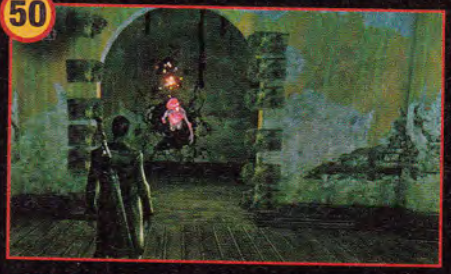


MISSION:
Devil Inside (9)
LOCATION:

After acquiring Devil Trigger, continue along the mission. Past the Divinity Statue and the triple Angel Lift, look for a wing platform and an Angel Lift that leads to a large room. The room has a narrow walkway on the outside that leads to a Lost Soul. Because of the narrowness of the landing zone, it's actually easier to jump into open air and then dodge to get to the walkway than to try and Angel Boost to it directly from the wing.

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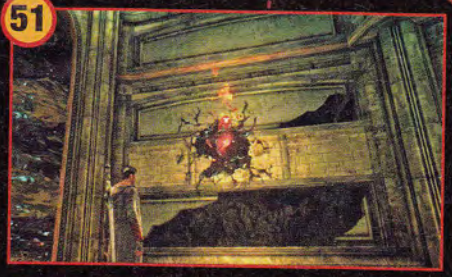
50



MISSION:
The Order (11)
LOCATION:

After gaining entrance to the building and seeing a fleeing member of The Order gunned down, turn around to see a Lost Soul in a small room.

51



MISSION:
The Order (11)
LOCATION:

Follow the SWAT team as they blow open doors. A Lost Soul is in the large circular room where the doors resist the SWAT team's initial explosives.

52



MISSION:
The Order (11)
LOCATION:

At the first major intersection, head right, toward the closed door with a red light, and then into the next room. The Lost Soul is hanging on the wall.

53



MISSION:
The Order (11)
LOCATION:

From the first major intersection, head left and down the stairs. A set of glowing Arbiter indicators shows the way to a Lost Soul.

54



MISSION:
The Order (11)
LOCATION:

Along the left path from the intersection, an Eryx Crystal hides the way to another Lost Soul. Look left along the corridor to find it.

55



MISSION:
The Order (11)
LOCATION:

From the first intersection, head straight through the green-lit door. A Lost Soul is in a small alcove to the right of the main corridor.

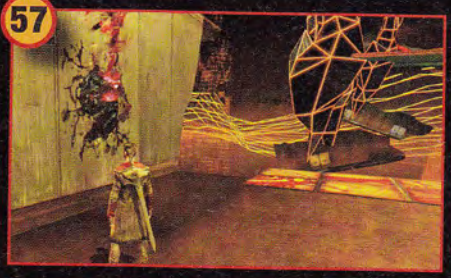
56



MISSION:
The Order (11)
LOCATION:

The last Lost Soul of the mission is very high on the library wall. To get to it requires the midair Demon Pull of an enemy and jumping off it. However, enemies may also destroy it during the combat, especially the Butcher!

57



MISSION:
Devil's Dalliance (13)
LOCATION:

After Lilith warps the floor, check under the ramp it forms to find a Lost Soul.

58



MISSION:
Devil's Dalliance (13)
LOCATION:

After Lilith warps the floor, check the raised rear area of the club to find a Lost Soul over the red door.

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59



MISSION:
Devil's Dalliance (13)
LOCATION:

Take the right path after the announcement of the Devil Has Talent contest. The Lost Soul is on a small platform with a pillar at the end of the fork.

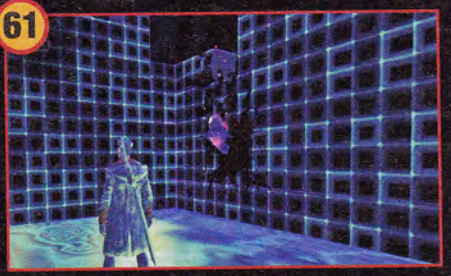
60



MISSION:
Devil's Dalliance (13)
LOCATION:

After round 3 finishes and the room changes, check the walls for a Lost Soul.

61



MISSION:
Devil's Dalliance (13)
LOCATION:

After Lilith turns off the lights for the Rage Spawn, look for the Angel Lift point to the right of the green path. Angel Lift, use the boost ring, and hit the Play button to create a path to the Lost Soul.

62



MISSION:
Devil's Dalliance (13)
LOCATION:

At the Divinity Statue after round 5, look for an Angel Lift platform. Work higher and higher to find a Lost Soul.

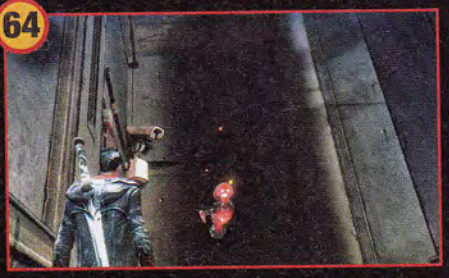
63



MISSION:
Devil's Dalliance (13)
LOCATION:

After round 5, work along the platforms to find the Play button that extends yellow light bridges to the two doors that lead to Lilith. A Lost Soul is on the platform with the button.

64



MISSION:
The Plan (16)
LOCATION:

Arbiter Required

After the Dreamrunner fight, take a right at the elevator through the Arbiter wall cracks. Head down the stairs to find a Lost Soul.

65



MISSION:
The Plan (16)
LOCATION:

Arbiter Required

At floor 105, take a right as you exit the elevator. Two Lost Souls are in the hallway right around the corner, blocked by flying boxes. Wait for a pause in the box stream and set them both free.

66



MISSION:
The Plan (16)
LOCATION:

This Lost Soul waits with its partner on floor 105, behind the flying boxes (see previous entry).

67



MISSION:
The Plan (16)
LOCATION:

After you dispatch the welcoming party on floor 106, head around the corner and look at the corridor with two large floor panels removed. Angel Boost to the center section and take the stairs up to find a Lost Soul. The stairs down lead to a Gold Door (Extreme Traversal).

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68



MISSION:

The Plan (16)

LOCATION:

Osiris or Aquila Required

nstead of using the Angel Boost from floor 106, drop down to floor 105. After fighting off the lemons, cut your way through the blue vines to

69



MISSION:

The Plan (16)

LOCATION:

From floor 106, drop down to floor 105. While freeing the Lost Soul trapped behind blue vines, two more can be saved. Two Lost Souls are trapped in the floor 105 elevator, right next to one another. Walk right up to the elevator to get it to open

70



MISSION:

The Plan (16)

LOCATION:

This Lost Soul is stuck listening to elevator music with the previous one. Grant them mercy and set them free!

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71



MISSION:

The Plan (16)

LOCATION:

After navigating the lasers of the second skybridge, head left to find a Lost Soul instead of going right to meet Vergil.

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72



MISSION:
The Plan (16)
LOCATION:
Before taking the skybridge to the west wing, follow the hallway to the end to find the Lost Soul.

73



MISSION:
Furnace of Souls (17)
LOCATION:
Taking the right-hand path from the starting point, look for a midair Demon Pull point. Angel Lift once the blockage is cleared to find a platform with a Lost Soul.

74



MISSION:
Furnace of Souls (17)
LOCATION:
From the location of the previous Lost Soul, or by taking the left path from the starting area, look for a small platform with a large wall along the side. A Lost Soul is imprisoned on the wall.

75



MISSION:
Furnace of Souls (17)
LOCATION:
Either starting route leads to a large platform with several waves of enemies. After defeating them, explore the platform to find a Lost Soul against the wall. Due to the color of the furnace flames, it might be easier to spot the bubbling black patch that the Soul rests on than the Soul itself!

76



MISSION:
Furnace of Souls (17)
LOCATION:
After reaching the Divinity Statue, a triple Angel Lift leads to a small platform with enemies and a Lost Soul wailing from the wall.

77



MISSION:
Furnace of Souls (17)
LOCATION:
After clearing the large, arena-like platform near the end of the level, use the three floating Angel Lift points to reach a small platform with an arch and a large rock. The Lost Soul is on the far side of the rock, striving to be heard over the roar of the furnace.

78



MISSION:
Demon's Den (18)
LOCATION:
Take the hallway next to the Divinity Statue to find this Lost Soul. Upon reaching the edge of the cliff, look right to see a lonely Lost Soul on a platform in easy jumping range.

79



MISSION:
Demon's Den (18)
LOCATION:
Facing the Divinity Statue, take the hallway to the left to find another generator. The Lost Soul is on a small platform in the generator room. Jump up and save it!

80



MISSION:
Demon's Den (18)
LOCATION:
To find the final Lost Soul, take the generator hallway to the left of Vergil. The Lost Soul is on the lower part of the room before the generator, within Angel Boost distance of the upper platforms. This is also the room where you can get the Argent Door for this level.

Laurent@xbox360iso

Secret Mission Locations


Air Brawl (Copper)

MISSION:
Found (1)

LOCATION:
After entering the House of Horrors, look to the right while approaching the large mirror. The Copper Door is easily visible at the end of a short hall.

REWARD:
Health Cross Fragment


Simple Eradication (Copper)

MISSION:
Home Truths (2)

LOCATION:
Once the vision quest that grants the Demon Pull finishes, exit the bedroom and drop down to the next hallway. The Copper Door is in the room with the Eryx Crystal on the floor, before the hallway with Demon Pull markers.

REWARD:
Health Cross Fragment


Stylish Victory (Copper)

MISSION:
Home Truths (2)

LOCATION:
Angel Boost Required

After the portrait of Eva, pursue the ghostly woman through Arbiter cracks and blue vines. Look right in the hallway after the vines to see an opening just out of jumping range. Use Angel Boost to find the Copper Door and a Lost Soul.

REWARD:
Health Cross Fragment


What Goes Around (Argent)

MISSION:
Bloodline (3)

LOCATION:
Angel Boost Required

Once the initial fighting has ended, use Angel Lift to reach the upper walkway. Then turn around and use Angel Boost to reach the platform with the Argent Door.

REWARD:
Health Cross Fragment


Simple Traversal (Copper)

MISSION:
Under Watch (4)

LOCATION:
On the way to camera two, look for blue vines on a platform above the Divinity Statue. Cut through them to find a Copper Door.

REWARD:
Health Cross Fragment


Flawless Conquest (Argent)

MISSION:
Under Watch (4)

LOCATION:
From the platform where camera two was destroyed, make a long jump and then Angel Boost and Angel Lift to reach the Argent Door.

REWARD:
Health Cross Fragment

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Demonic Conflict (Copper)

MISSION:
Virility (5)

LOCATION:
At the first Divinity Statue, climb the large stack of Virility boxes. The Copper Door is on a ledge reachable from the top.

REWARD:
Health Cross Fragment



Displaced Skirmish (Argent)

MISSION:
Virility (5)

LOCATION:
In the corridors to the mixing room, look for the section with vertical yellow tubes, a sudden corridor extension, and a message to "Kill Dante." Look left at this most unfriendly junction to find Arbiter cracks that lead to the Argent Door.

REWARD:
Health Cross Fragment



Rapid Descent (Copper)

MISSION:
Secret Ingredient (6)

LOCATION:
Hang a left before entering the lair of the Succubus to find the Copper Door. It's an Angel Boost away.

REWARD:
Health Cross Fragment



Divergent Slaughter (Gold)

MISSION:
Overturn (7)

LOCATION:
After landing from the boost rings, move toward the Demon Pull spot and Eryx Crystal visible on cargo containers nearby. Once there, turn around to see a Lost Soul and the Gold Door.

REWARD:
Health Cross Fragment



Angelic Warfare (Copper)

MISSION:
Overturn (7)

LOCATION:
After the elevator comes to a rapid stop, smash through the Eryx Crystal on the floor into the next room to drop down right in front of a Copper Door.

REWARD:
Health Cross Fragment



Taste of Heaven (Copper)

MISSION:
Eyeless (8)

LOCATION:
Aquila or Osiris with Double Up Required

Follow the Harpies until the floor drops away and then take the upper walkway. After breaking through the Eryx Crystal, look right to see blue vines choking off an opening in the wall across the open pit. While it is certainly safer to open the way with Aquila, it can also be done with Osiris and careful use of Double Up to stay aloft. The Copper Door is in the revealed hallway.

REWARD:
Health Cross Fragment

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Moderate Traversal (Argent)

MISSION:

Eyeless (8)

LOCATION:

Arbiter Required

Look left after passing the Divinity Statue to find a partially barred alcove with a cracked wall. Make a way through with Arbiter to find an Argent door.

REWARD:

Health Cross Fragment



Subsistence (Gold)

MISSION:

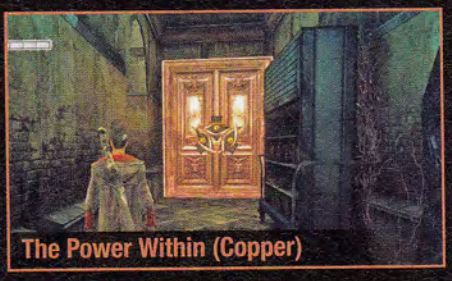
Devil Inside (9)

LOCATION:

After unlocking the Devil Trigger, look for a room with floor sections suspended on chains. The Gold Door for the level is difficult to miss.

REWARD:

Devil Trigger Cross Fragment



The Power Within (Copper)

MISSION:

The Order (11)

LOCATION:

After the attempted trap in the media room, Dante comes to an intersection in the bowels of The Order's HQ. Take the left path, past Arbiter cracks and an Eryx Crystal, and then a left at the lit door to find a Copper Door. An easier way to find it is to check for a Lost Soul after the Eryx Crystal and then take the first left available.

REWARD:

Health Cross Fragment



Shenanigans (Ivory)

MISSION:

Devil's Dalliance (13)

LOCATION:

After Lilith warps the club into a neon techno hellscape, gain some perspective by jumping to the large raised walkway with the red door, overlooking the Divinity Statue. A quick perimeter check from this vantage point reveals the Ivory Door an Angel Lift away.

REWARD:

Devil Trigger Cross



Hasty Acquisition (Argent)

MISSION:

Devil's Dalliance (13)

LOCATION:

The Argent Door is on a sunken section of the platform immediately after exiting the Dreamrunner fight (round 5). A landmark is the Divinity Statue on the same platform.

REWARD:

Health Cross Fragment



Extreme Traversal (Gold)

MISSION:

The Plan (16)

LOCATION:

Once Dante arrives on floor 106, look for a hallway with two large floor sections missing. A narrow strip of tile provides a point for Angel Boost and a set of stairs. The Gold Door is at the bottom of the stairs.

REWARD:

Health Cross Fragment

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Bait and Switch (Copper)

MISSION:

The Plan (16)

LOCATION:

After making it across the third skybridge, head past the elevator and check floor 154 for the Copper Door.

REWARD:

Devil Trigger Cross Fragment



A Day in Hell (Gold)

MISSION:

Furnace of Souls (17)

LOCATION:

The Gold Door is quite visible against the darkness of the furnace walls, so spotting it early in the level is likely. After the first Divinity Statue, use the double Angel Lift points to reach a platform with a Demon Pull marker. This creates a platform that Dante can use to Angel Boost to the Gold Door.

REWARD:

Devil Trigger Cross Fragment



Colossal Triumph (Argent)

MISSION:

Demon's Den (18)

LOCATION:

Facing Vergil and the Vault, take the generator tunnel nearest Vergil. The Argent Door is in the room before the generator.

REWARD:

Devil Trigger Cross Fragment



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Key Locations


Copper

MISSION:
Found (1)
LOCATION:
After acquiring Ebony and Ivory, follow the boardwalk to the left of the enclosed hall to the Hurricane Ride. A small island has the Key.


Copper

MISSION:
Home Truths (2)
LOCATION:
At the start of the mission, after entering the main room for the first time, the Key is in a small hallway on the second floor of the main room.


Argent

MISSION:
Home Truths (2)
LOCATION:
Eryx Required
After Sparda's portrait, and after dropping down past the receding hallway, look for a small room with an Eryx gem in the floor. Smash it to unearth an Argent Key.

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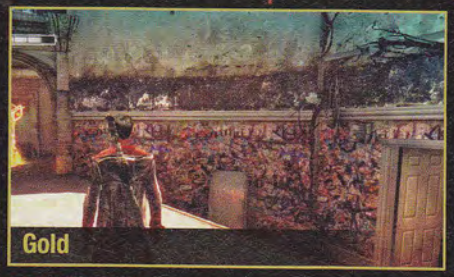

Copper

MISSION:

Bloodline (3)

LOCATION:

Explore the ground level covered walkways near the exit. The Copper Key is tucked away in a staircase by the Divinity Statue. Use Arbiter on the glowing cracks to open the way.


Gold

MISSION:

Under Watch (4)

LOCATION:

Use the dry fountain by the first Divinity Statue to Angel Boost and Angel Lift to the rooftops. Head through the covered walkway and outside to a small balcony to find the Gold Key.


Argent

MISSION:

Under Watch (4)

LOCATION:

Eryx Required

Kat asks Dante to follow her down a set of stairs after the first camera is destroyed. While descending the stairs, look right to see a wall covered in graffiti. If approached, it will move forward to bar the path, but Eryx can knock it back. One punch, and the way is clear to an Argent Key.

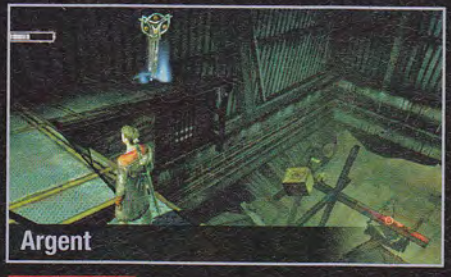

Copper

MISSION:

Virility (5)

LOCATION:

After completing the initial climb and meeting the Hell Knight, the Copper Key is visible behind a nearby fence. Climb the Virility crates and retrieve it.


Argent

MISSION:

Virility (5)

LOCATION:

After seeing the destination corridor for the first time, Demon Pull to the covered containers. Once there, take the left path all the way across the room. On arrival, turn around to see the key high above the covered containers. Jump and Angel Boost midway to reach a high Angel Lift point which will bring Dante to the Argent Key. There is a very small window to latch on with the Angel Lift before falling!

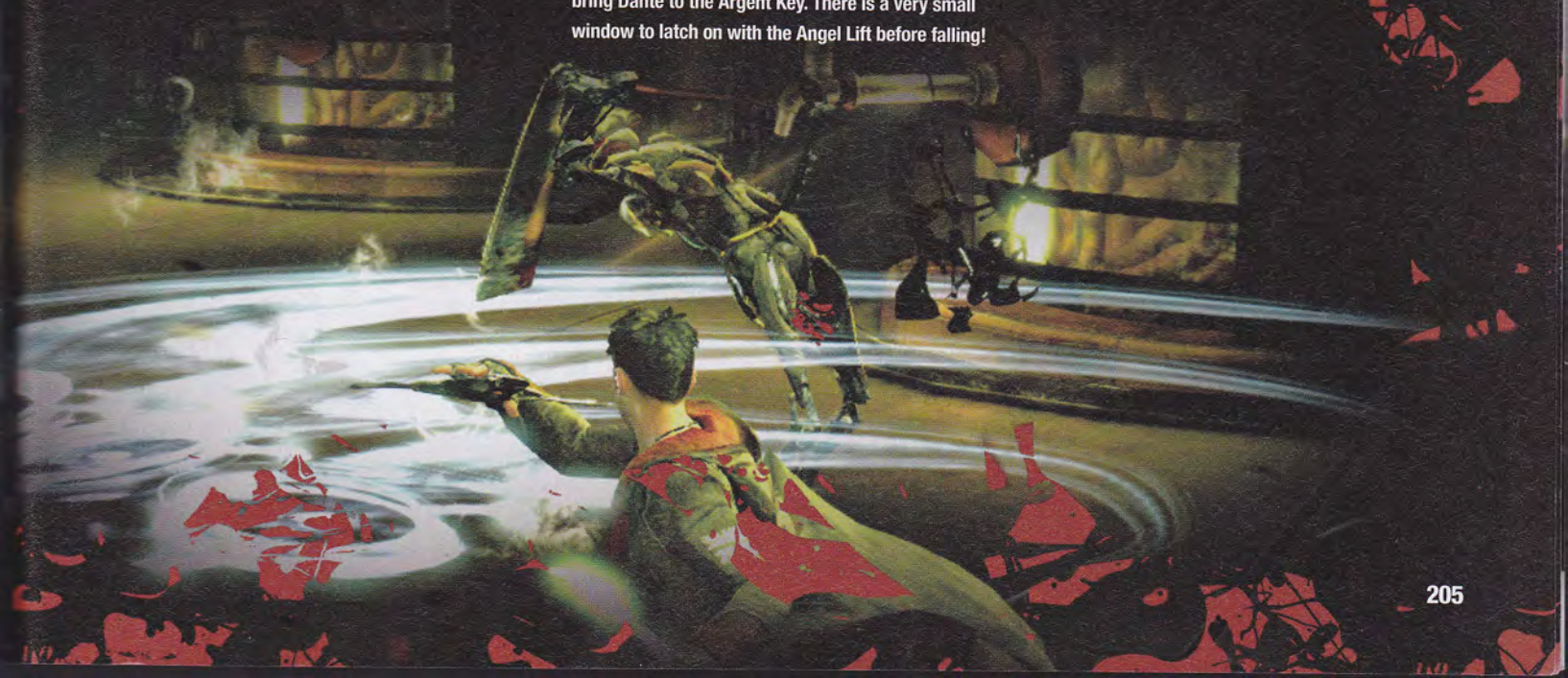

Copper

MISSION:

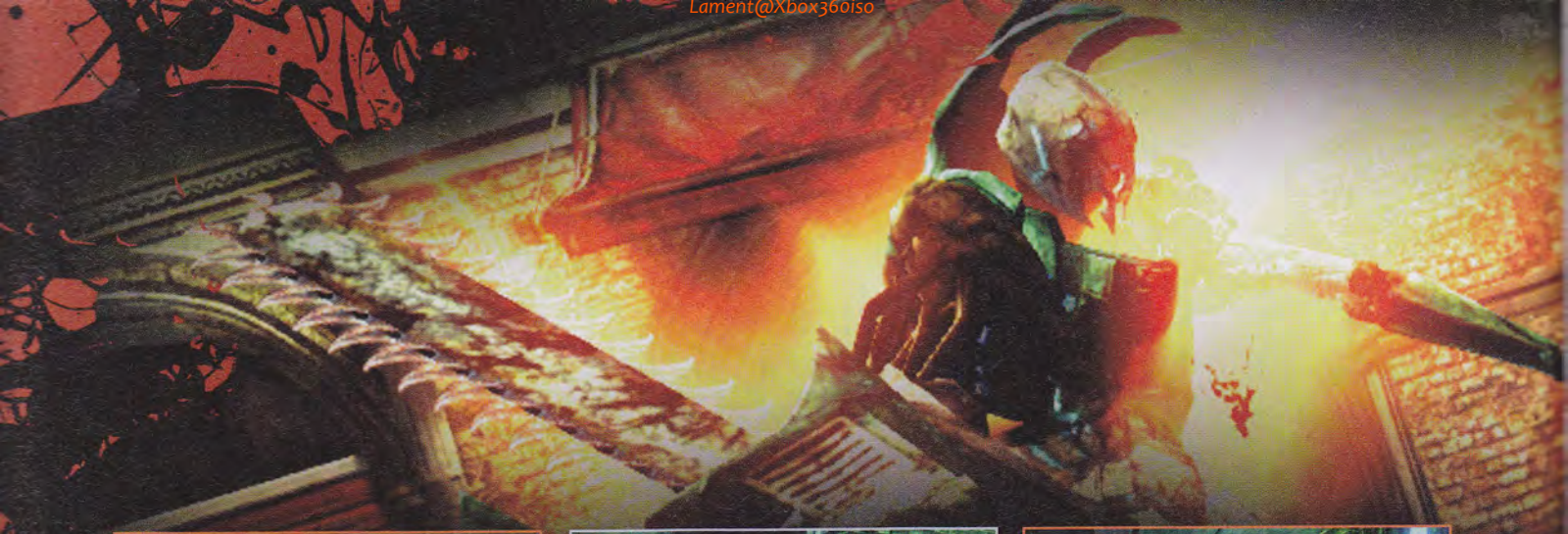
Secret Ingredient (6)

LOCATION:

As soon as the timer starts, turn around and look down. The Copper Key is waiting on a small outcropping. Grab it and run!



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Copper

MISSION:

Overturn (7)

LOCATION:

Aquila Required

After landing from the second boost ring, look for blue vines high above. Destroying them with Aquila's Round Trip reveals a room with a Copper Key and an Angel Lift point to get to it.



Argent

MISSION:

Overturn (7)

LOCATION:

After the Rage Spawn hisses and runs away, look left before chasing it. A distant Angel Lift point to the far walkway leads to an Argent Key. Angel Boost and hit the lift point in midair to make it!



Copper

MISSION:

Overturn (7)

LOCATION:

After riding the elevator and smashing through the floor, Dante comes to a room with demons and a Copper Door. Once the room is cleared of enemies, use the Angel Lift to gain some altitude. Turn around after the Angel Lift to see a Copper Key a short Angel Boost away.

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Argent

MISSION:

Eyeless (8)

LOCATION:

Once finished with the demons at the train platform, continue along the train tunnel to find a small, partially gated access tunnel on the right. Cut through some blue vines to reveal an Argent Key.



Gold

MISSION:

Devil Inside (9)

LOCATION:

Enemy Step or Leap Required

Once Dante has finished learning how to unleash the Devil Trigger and talks to Phineas, use the reconstructed debris to get to a large room where Demons are waiting. During the fight, jump, Demon Pull an enemy into the air, leap off of it to get more height, and then pull it again for a second leap. This should get Dante high enough to Angel Boost to the high walkways around the room where a Gold Key is waiting. It is a tricky sequence of maneuvers, and may take several tries! This key must be obtained during the fight, as it is too high to jump and there are no Angel Lift points. Once the fight is over, a level restart is needed to try again.



Copper

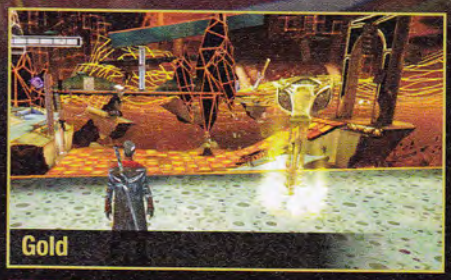
MISSION:

The Order (11)

LOCATION:

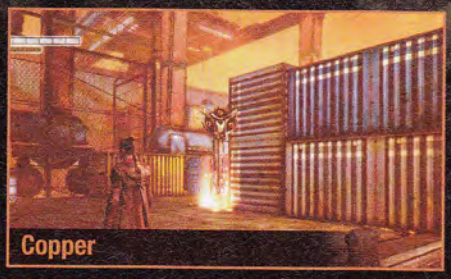
After the ambush in the media room, Dante comes to an intersection. Take the straight path, through the door with the green light. Pass through the broken green-lit door and down a ramp to an intersection. Going left, through another green-lit door, takes Dante to the end of the mission. Going straight leads through an obsidian archway and into a sharp right turn. The Copper Key is a short walk and an Eryx gem away.

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Gold

MISSION:
Devil's Dalliance (13)
LOCATION:

After Lilith warps the club, stand facing the newly revealed ramp and Divinity Statue. A floating platform is far away on the right, with a Gold Key waiting to be claimed. Turn around and use the raised rear portion of the club to get some height, then Angel Boost and Angel Lift over to the Key.


Copper

MISSION:
The Trade (15)
LOCATION:

This Key can only be obtained during the second slow-motion sequence, where Dante must use Eryx to drive a cargo container out of the car's path. Before clearing the way, Angel Boost to the mass of jumbled, multicolored cargo containers piled on the ground. A Copper Key is waiting in the cleared area behind two upright containers. It is possible to acquire the Key, jump back up to the hanging container and clear it from the car's path, but the time window to do so is very narrow.


Copper

MISSION:
The Trade (15)
LOCATION:

The second Key can be found when time slows on the road and the car is about to crash into the train. Demon Pull the bus, then look left. The Copper Key is on a raised platform, accessible by climbing the nearby cargo containers. Time is a factor, but it is possible to grab the Key and make it in time to save the car.


Gold

MISSION:
The Plan (16)
LOCATION:

The Gold Key is on floor 105. Turn right coming out of the elevator, then another right on reaching the empty room. Flying boxes block a narrow hall with the Gold Key. For collectors, there are two Lost Souls in this hallway as well. Wait for an opening in the boxes, then claim the prize. Turning left at the elevator will cause a glass wall to barricade the entry to the empty room and the Key. Killing all the demons in the next fight will remove it.


Ivory

MISSION:
Furnace of Souls (17)
LOCATION:

From the first large floating platform (and first large fight), jump, Angel Glide and Angel Lift higher into the furnace. From the large platform, a series of midair Angel Lifts puts Dante on a platform with a dead tree and an archway. Look around to see another dead tree, with a nearby Angel Lift point and high pillar. The Ivory Key is waiting beyond the high pillar, blockaded by blue vines. Angel Lift to the pillar, then clear the vines and take possession.


Argent

MISSION:
Demon's Den (18)
LOCATION:

To obtain this Key, take the generator tunnel to the right of Vergil and the Vault. A short distance down the tunnel, stop at the large gap in the floor. Instead of jumping it, look down into it to see the entrance to a small tunnel. Hop into the tunnel to find the Argent Key.

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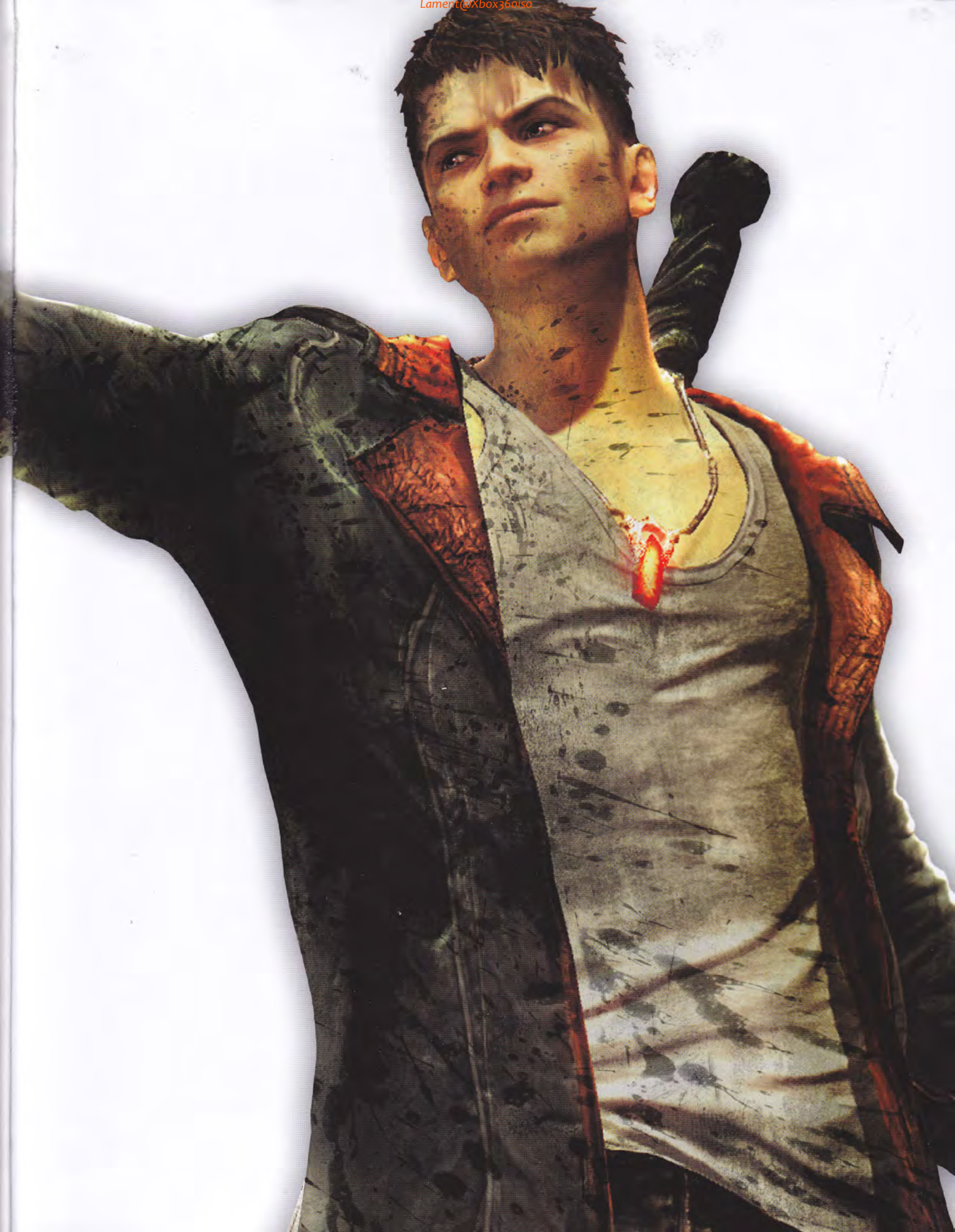
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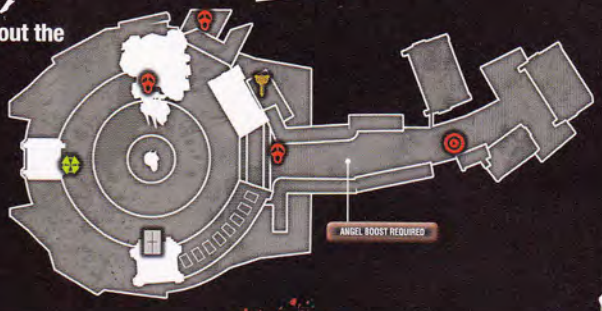
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